CDKEY

Instruction Manual

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Hidden and Dangerous II.

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Introduction

The Origins of the Special Air Service

David Stirling, a 24-year-old Scots Guards subaltern (2nd Lieutenant), arrived in North Africa as a volunteer member of 'Layforce' (8 Commando).

At this time Special Forces were viewed as a waste of manpower and material, so upon arrival, Layforce was quickly dismantled in all but name, and the majority of its members were sent to fight in Crete. Stirling's experience with the Layforce made him realize that Special Forces were being poorly utilized. They were poorly equipped, poorly trained, and the commanders tended to use them as traditional units, charging them headlong into a fight. Stirling knew there had to be a better way.

While considering the options, Stirling decided that airborne insertion had potential. In the process of learning to parachute, Stirling was injured and spent two months in an African hospital. During his stay in the hospital, Stirling devoted his time planning how small raiding teams could be used to attack vulnerable airfields and logistics bases behind enemy lines.

Upon his release from the hospital, Stirling headed for the High Command Headquarters in order to see General Auchinlek, the Commander-in-Chief. Instead, he accidentally ended up in General Ritchie's office and presented his idea for raiding forces. General Ritchie, Deputy Commander Middle East, saw that Stirling's idea was a good one and went on to present it to General Auchinlek. Both generals saw the potential of his idea. Stirling felt that the battalion-sized formations that were being formed for amphibious raiding were too cumbersome for covert operations, and that small units of five to six men would be able to stealthily penetrate enemy bases and attack using delayed-action charges.

Three days later Stirling was back at GHQ and given permission to recruit six officers and 60 men from Layforce and to set up a training camp in the Suez Canal Zone. This independent command was to be called L Detachment, Special Air Service Brigade. The term "Brigade" was chosen in order to convince German intelligence that the 8th Army had an airborne brigade in the theatre rather than just a handful of men. It was thought that the use of 60 volunteers would not deplete the strength and resources of the 8th Army, but their use behind enemy lines might cause confusion during a major offensive.

In an early mission, L Detachment deployed to gather intelligence, as well as harassing and tying up German forces during Operation Crusader. Sixty-six men were parachuted from five Bristol Bombay bombers in very bad weather. It took them over an hour to assemble the men, and they could only find two of their ten supply canisters. These contained blankets, water, food and 6 Lewes bombs (named for Jock Lewes, a co-founder of the SAS), but no fuses.

Unable to destroy any planes, Stirling decided to split his men into five groups and at least carry out some reconnaissance. One by one the men made it back to the rendezvous point where the Long Range Desert Group (LRDG) was waiting with vehicles for extraction to Allied lines. Of the 66 men who had left for the operation only 22 men returned.

Next, Stirling and his group teamed up with A Squadron of the Long Range Desert Group. They set up a base at Gialo about 240km south of Benghazi in Libya. There they could operate using ground insertion instead of the highly unreliable air insertion of the previous mission. Stirling was asked to head the mission, due to the enemy airfields preparing an operation on the 21st/22nd of December. Stirling, along with Irish athlete Patty Mayne, would lead ten men in an attack on the airfield at Sirte, while Jock Lewes would go for El Agheila, and Lt. Bill Fraser would attack Agedabia a week later.

Leaving Gialo on December 8th, Stirling and his group were being transported by the LRDG in 7 30-cwt (hundredweight) trucks. The column totalled 32 men and was piled high with stores and equipment. For the first three days the journey was uneventful, except for minor mechanical problems with one of the trucks. On the fourth day, an Italian plane spotted the group. Knowing that bombers would soon follow, the group hid in some scrub. Three Italian bombers came, and for 15 minutes they bombed the group, throwing up huge clouds of dust. When the dust had cleared, Stirling found that his column had suffered no damage at all.

The column moved on. Just before dark, another Italian plane came and started circling overhead. Being too dark for enemy bombers, and knowing that a patrol might soon be coming, Stirling decided to divide his group. He sent Mayne, along with ten men, on to attack the airfield at Tamet, while he would see what could be done at Sirte.

Both attacks were to take place the following night. That night, Stirling's reconnaissance was noticed by the Italians, causing them to fire randomly into the darkness. All Stirling could do was to hide and watch the show, knowing that they had lost the element of surprise. The following day, Stirling cursed as he watched the Italians evacuate the airfield. Hoping the others had better luck, Stirling's group headed for the rendezvous point.

At Tamet, Mayne had better luck. As his group approached the airfield they could hear people chatting and laughing in one of the buildings. Mayne kicked the door opened and fired his Thompson submachine gun into the room. Leaving four men as a rear guard, Mayne and five men proceeded to place bombs on 23 aircraft in 15 minutes. Having no more bombs, Mayne climbed into the 24th aircraft cockpit and ripped out part of the instrument panel with his bare hands. It was an episode which would become part of SAS legend.

Lewes found that his airfield was only a ferrying point and had no aircraft, so he planted mines on the runway and along the road, as well as blowing up some 30 trucks. Fraser's attack was even more successful, destroying 37 Italian CR42 fighter-bombers, although he had to leave two aircraft untouched after running out of explosives. Incidentally, the German General, Erwin Rommel, was at nearby Agedabia that night, and was most likely entertained by the resulting fireworks.

Thus began the SAS. By the end of 1941 the SAS had destroyed more than 100 enemy aircraft. By the close of 1942, L Detachment was given full regimental status as 1 SAS Regiment. Receiving volunteers from 8 Commando, Free French, Poles and Greeks. During operations in North Africa, the SAS destroyed over 400 enemy aircraft and tied up large numbers of enemy troops protecting air bases and lines of communication. The SAS will continue to do important missions throughout the war, causing havoc and destruction behind enemy lines.

Chapter 1: Setup

System Requirements

Hidden & Dangerous 2 requires DirectX 9 to be installed in order to run. (You will be prompted to install this after installing the game.)

The game also requires the Hidden & Dangerous 2 Disc 1 to be in the CD ROM (or DVD ROM) drive in order to run.

The supported operating systems are:

- Windows 98, Windows 98 Second Edition, Windows Millennium, Windows 2000 (Professional), Windows XP (Home and Professional)

Hidden & Dangerous 2 does not support:

- Windows 95, Windows NT (any version)

Minimum Hardware Requirements:

- Intel Pentium III / AMD Athlon 1Ghz Processor, 128MB RAM, 2.4GB Hard Drive Space, 4x CD/DVD ROM Drive, 32 MB 100% Direct 3D and DirectX 8 Compatible Graphics Card. 100% DirectX 8 Compatible Sound Card, Microsoft Compatible Keyboard and Mouse.

Multiplayer LAN:

- TCP/IP Network.

Multiplayer Internet:

- 56k Modem (Client only) / ISDN / Broadband Connection

Recommended Hardware Requirements:

- Intel Pentium 4 / AMD Athlon 2Ghz Processor, 512MB RAM, 2.4GB Hard Drive Space, 4x CD/DVD ROM Drive, 128 MB 100% Direct 3D and DirectX 8 Compatible Graphics Card. 100% DirectX 8 Compatible Sound Card, Microsoft Compatible Keyboard and Mouse.

Multiplayer LAN:

- TCP/IP Network.

Multiplayer Internet:

- Broadband Connection

Installation

Insert the Hidden & Dangerous 2 Disc 1 CD into you CD ROM (or DVD ROM) drive. The installation menu window will be displayed, Select INSTALL to begin the installation of the game. If AUTOPLAY is disabled on your computer's CD ROM (DVD ROM) drive you will need to run the SETUP.EXE by double clicking the MY COMPUTER icon and then double clicking the CD ROM (DVD ROM) drive icon and then the SETUP.EXE file.

Follow the on-screen instructions to install the game and insert Disc 2 and Disc 3 when prompted.

You will be prompted to enter the unique CDKEY for your copy of the game, this can be found printed on the back of the manual.

Note: Keep the manual in a safe place should you wish to uninstall and reinstall the game at a later date.

Uninstalling the Game

To uninstall Hidden & Dangerous 2, select the uninstall option from the Windows Start Menu\Programs\Illusion Softworks\Hidden & Dangerous 2.

Configuration

After you have installed the game and run it for the first time, the Hidden & Dangerous 2 setup window will be displayed. The game will automatically detect your PC's specifications and select the best settings depending on your hardware.

Important: It is strongly recommended that you do not adjust these settings unless you are experiencing problems while running the game.

Choose "Save and Exit" to continue with the game. You can run the setup utility at any time by from the Hidden & Dangerous 2 folder in the Windows Start Menu.

Main Menu

After starting the game you will be presented with the main menu options.

Profiles

A player profile will store your game settings and your progress through the single-player campaign. Multiple profiles can be created and stored on the PC that the game is installed to, allowing different players to have individualized settings. The active player profile is displayed on the Main Menu screen.

Creating a Profile

The first time you play Hidden & Dangerous 2 you will need to create a new player profile. Select Change Profile from the main menu; input a name and press ENTER to continue. You will then be prompted to select the difficulty level to associate with that profile.

From this menu you can also delete old profiles, rename existing profiles, or create additional profiles.

Resume Game

If you have already created a player profile and started a game, you can select Resume Game to continue playing from the last saved position. The details of the most recent save are displayed above the menu options.

Films

This menu option allows you to view briefing films and video sequences from the missions you have accessed in the single-player campaign.

Setup

Select Setup to access various configuration options.
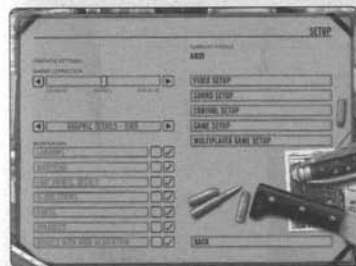
Video Setup

Here you can adjust the graphics options in Hidden & Dangerous 2. The options are initially set based on your PC's hardware specifications, but if you experience problems or performance issues (particularly in multiplayer) adjusting these may help.

Gamma Correction

This slider adjusts the gamma (similar to brightness) in the game.

Graphic Details

This setting adjusts the overall level of detail in the game.

Shadows

Use this check box to turn shadows on or off in the game.

Morphing

Use this check box to toggle lip sync animations in game and other morphing effects.

Footprints, decals

Use this checkbox to turn footprints and decals (such as bullet holes) on and off.

Blood Stains

Toggles the representation of blood stains on character models.

Grass

This checkbox toggles whether close up bits of grass and weeds will be rendered.

Dynamics

Use this to toggle character interaction with environmental objects when killed.

Models With High Resolution

This toggles the use of high-resolution textures on models.

Sound Setup

Here you can adjust the settings for the sound and music volume in the game, as well as enable voice chat in multiplayer.

Sound Level

Use this slider to adjust the overall volume of the game.

Music Level

This slider adjusts the volume of the music in Hidden & Dangerous 2

Control Setup

Here you can adjust the controls used for playing Hidden & Dangerous 2.

Key Setup

Enter this submenu to alter the keys assigned to different functions and commands. Note that all commands must be assigned to a key.

Invert Mouse

Check this box to invert the vertical axis of the mouse while in game.

Mouse Sensitivity

Use this slider to adjust how fast the mouse moves your viewpoint while in game.

Game Setup

Within this menu you can adjust how some basic options are configured.

Subtitles

This checkbox determines whether subtitles will be shown for video sequences and in-game dialogue.

Multiplayer Game Setup

Use this menu to specify your settings for multiplayer games.

Voice Chat Settings

Select this checkbox to enable voice-chat while playing a multiplayer game.

Note that if you have this enabled and are experiencing lag in a multiplayer game it is recommended to disable it.

Voice Chat Sound Level

Use this slider to set the volume level of in-game voice communications.

Credits

Select this option to display the credits for Hidden & Dangerous 2.

Chapter 2: Game basics

Single-Player Game

Before you begin a game, you'll need to select a game type to play. There are five game types.

Campaign: This option will begin a new Campaign game. A Campaign game actually consists of numerous campaigns, each with one or more individual missions. After each mission, your progress will automatically be saved, allowing you to leave the game and then pick up where you left off by selecting Resume Game in the main menu. You can also quicksave (press F4) and quickload (press F8) during a mission but these saves will be lost if you quit the mission before completing it.

For a Campaign game, you'll be able to select up to four soldiers and outfit them to your liking. Be warned that many of your campaigns will take your soldiers through numerous missions without the benefit of returning to base. Plan ahead, and bring plenty of ammo and first-aid packs.

Lone Wolf: This option is similar to a Campaign game, in that you will proceed through the game's campaigns and be required to complete each mission's tasks before proceeding to the next. The difference is that you're only allowed to bring a single soldier on this campaign. This option is intended for advanced players, or players who have completed a Campaign and are looking for an extra challenge.

Carnage: In Carnage mode, you will proceed through the game's campaigns as normal, with a squad of four soldiers. In addition to completing each mission's objectives, however, you will also be required to kill all of the enemies you encounter.

Single Mission: If you've completed or unlocked a mission in the Campaign mode, you can use this option to reload that mission and play through it again. You will be required to complete the mission's tasks.

Single Mission – Carnage: Selecting this option allows you to play through a single mission that has been previously unlocked in Campaign mode. You must complete the mission's objectives, as well as kill all of the enemies in the mission.

Team Member Selection

When you begin a campaign, you'll be asked to select a small squad of soldiers from a pool of candidates. The members of the squad will be the only soldiers available to you for the duration of a campaign, so keep them safe: if one dies, you won't be able to replace him until the team returns to base at the end of the campaign.

After you reach the Team Member Selection screen, you'll be able to browse through the portfolios of 30 SAS members to decide which will join your elite group. Each candidate has seven stats that you'll need to examine: three physical attributes and four skills. These skills can be improved by using them during a mission.

Attributes:

Health: Health determines how much damage a soldier can take before dying. High health is recommended for machine gunners and sub-machine gun users, or any soldier who will be getting up close and personal with the enemy.

Strength: Strength determines the maximum weight a soldier can carry. A high strength is required for soldiers using heavy weapons, such as bazookas.

Endurance: Endurance determines how far and how fast a soldier can move before becoming tired and needing to slow down. It also affects shot accuracy: when a soldier is tired and out of breath, he doesn't aim quite as well. All soldiers benefit from a high endurance, but this attribute is especially critical for snipers.

Skills:

Shooting: The shooting skill determines how accurate a soldier's aim is: a high shooting skill means that a soldier will able to place shots accurately at long range. Riflemen and snipers will require a high shooting skill.

Stealth: Stealth determines how adept a soldier is at moving quietly and blending in with his surroundings. High stealth allows a soldier to avoid detection, or sneak up on an opponent for a quiet kill.

First Aid: First Aid regulates how proficient a soldier is at healing his teammates. When using a first-aid pack, a soldier with a high first-aid skill will restore more health to a teammate than one with a low first-aid skill.

Lock picking: Lock-picking determines how adept a soldier is at bypassing locked doors.

Soldier Info: Displays a brief biography of the selected soldier.

After you've looked over a soldier's stats, you can use the buttons below the team window to manipulate your team.

Add: Adds the selected soldier to your team. You can also add a soldier by double-clicking his portrait, or dragging the portrait to one of the four team member windows. If you wish to remove a soldier after adding him to your team, double-click on his portrait in the team window.

Automatic Selection: Clicking this button will let the game select four team members automatically.

Continue: When you have selected your team, click Continue to proceed to the Inventory screen, where you'll select and modify your soldier's equipment.

Back: Return to the previous screen.

Inventory Selection

Before you head out into battle, you'll need to outfit your team with equipment appropriate to the occasion. The inventory selection screen will give you a wide variety of equipment from which to select items befitting each of your soldier's unique strengths.

Each soldier is represented by a portrait in the inventory screen; click a soldier's portrait to open up his inventory. The black line at the top of the inventory represents that soldier's carrying capacity; when the black line stretches across the inventory, that soldier has reached his maximum carrying capacity. Every team member has a number of slots in which to place equipment:

Hands: Your soldier's primary weapon goes here.

Shoulders: A medium or heavy weapon can be placed in this slot. Your soldier won't use it unless it is moved to the Hands slot, however.

Head: Helmets or caps can be placed here. Helmets help deflect bullets that are aimed at a soldier's head.

Uniform: Every soldier is required to have a uniform before a mission can begin.

Back: For most missions, your soldiers will have Backpacks equipped in this slot. When your soldier is equipped with a backpack, he'll have extra inventory space in which to store items. For missions that require an aquatic insertion, you'll have to wear an aqualung device here, which will allow you to breathe underwater.

Discard: This slot isn't used in pre-mission inventory selection. During a mission, this slot can be used to drop unwanted equipment.

Pouches: Every soldier has space on his belt for items that need to be close at hand, such as extra ammo, grenades, or first-aid.

Backpack: If a soldier is equipped with a backpack, he'll be able to fill it with extra equipment. Items placed in a backpack are not usable during a mission; you'll need to move them to a pouch slot or to your soldier's hands before they can be used. (The exception to this is rocket ammo; bazookas can be reloaded even if their ammo is placed in a backpack. Dynamite can also be placed directly from a backpack.) Items can be moved to and from a backpack by opening the inventory screen during a mission.

The right side of the screen is where you'll select the equipment you wish your soldiers to have. If you have a particular piece of equipment you wish to add to a soldier's inventory, you can either drag and drop its portrait to any of the highlighted slots in that soldier's inventory, or double-click the portrait, which will automatically move the item to an appropriate slot. There are six different equipment categories available from the drop-down menu:

Light Weapons: Single-handed weapons, such as pistols and knives. These cannot be fitted into the shoulder slot, but can be carried in a pouch slot or in a backpack. Each weapon's ammo is located beneath the weapon.

Medium Weapons: Two-handed weapons, such as submachine guns and rifles. These have to be placed in either a hands or shoulder slot. Each weapon's ammo is located beneath the weapon.

Heavy Weapons: Assault and special-purpose weapons, such as machine guns and rocket launchers. Like medium weapons, these must be placed in either a hands or shoulder slot. Each weapon's ammo is located beneath the weapon.

Explosives: Grenades, dynamite charges, and mines are located here.

Uniforms: An array of uniforms and matching headgear are available here.

More: Miscellaneous support items, such as first-aid kits, binoculars, and cameras are located here.

Note that you will not have access to much equipment between missions that take place during a campaign; it is, after all, a bit tough to restock when your soldiers are in the middle of enemy territory. During the latter stages of a campaign, you may need to have your soldiers scavenge equipment and ammo from fallen opponents or enemy caches to avoid shortages of supplies.

If you wish to have the computer quickly select your soldiers' inventories, you can simply click the Recommended Selection button below the equipment panel. This will give your team a selection of equipment appropriate to the upcoming campaign. (This button is replaced by the Automatic Replenishment button in-between campaign missions. Clicking on Automatic Replenishment will restock your soldiers with ammo and supplies from whatever sources are available.)

If you want a little more control over a soldier's inventory, but still wish to avoid micromanagement, you can select equipment using the drop-down menu beneath a soldier's name. This menu contains a variety of pre-set templates for snipers, machine gunners, riflemen, and so on; selecting one of these templates will load the soldier out with an array of equipment to complement the main weapon selection.

The Show Soldier Stats button will give you an idea of what each soldier's strengths and weaknesses are. Use this information to pair your soldiers up with appropriate equipment; a soldier with high first aid should get the bulk of your first-aid kits, for instance, while a soldier with high shooting should receive a rifle or sniper rifle.

The area in the lower left-hand corner of the screen will alert you to any equipment that will be required to complete missions in the upcoming campaign. You will not be able to proceed past the Inventory Selection screen unless one of your soldiers possesses these items, so you'll need to make room for them. In addition to whatever specific items a mission might require, all of your soldiers must possess a uniform before you begin a mission.

After you've outfitted your team and are ready to begin a campaign, click the Continue button to proceed to the pre-mission briefing. Clicking Back will return you to the Team Member Selection screen.

Briefing / Debriefing

When you select a mission to play, or resume a Campaign game from the main menu, a cinematic detailing the mission will begin to play. This cinematic will outline your primary tasks for the mission, and give you a bird's-eye view of the battlefield. You should watch every mission's briefing cinematic at least once; they will often give you recommendations for approach vectors and useful equipment. If you've watched a mission's cinematic before, you can skip it by pressing the ESC key.

After a mission has been completed (or failed), you'll be brought to the Mission Debriefing screen. This screen will run down the tasks that you accomplished, and which you failed, as well as give you information regarding your soldier's stat increases and promotions. The four buttons beneath the task list allow you to Retry the mission, Save and Continue on to the next mission or campaign, Show the Diary of your soldier, or Exit to the Main Menu.

Chapter 3: Gameplay

Interface

Once you are out on a mission, the majority of your view will be taken up with the world itself. Around the borders, however, is the interface. The interface gives you information on yourself, your squad, and on the world.

If you have equipped a soldier with a compass during your inventory selection it will be displayed in the top left hand corner of the screen.

Note: It is highly recommended that you equip all of your soldiers with this small but highly useful piece of equipment.

Like all good compasses, it tells you which way you are going. Used in conjunction with the map, it will allow you to navigate your squad through the environment. There is also a side-benefit to the compass. It will indicate the direction of those enemies that have already been sighted and flash red in the direction of any gunfire and grey if footsteps can be heard. Around the outside of the compass there will be blue and red points displayed, the blue points show the location of your team members and if you have sighted any enemies they and their direction will be displayed as red points.

In the lower right-hand corner is your weapon information. The upper-right corner of the weapon information box lists how many grenades you have. In the left part of the box is the listing of how much ammunition remains, below which is the name of your currently equipped weapon. The two icons at the bottom of this box show you pictures of the weapon in your hands (left icon) and what weapon, if any, you have slung over your shoulder (right icon).

The box in the lower-left corner of the screen shows your current position and speed. The figure is in the same position (standing, crouching, or lying down) that you are, and the four arrows show how fast you are moving (see Movement, below). The stopwatch icon will show a countdown if you have done something that takes a specific amount of time, such as setting a timed explosive.

Along the bottom of the screen will be several additional boxes, representing your squad members. Their name is listed near the bottom, just above the name of the weapon they have equipped. At the top is their portrait.

Above the name of the soldier there will be a number of icons displayed depending on the soldiers status. An ear icon indicates that he is within the 40m range to receive orders via voice commands. An "S" indicates that he is equipped with a silenced weapon or knife and a "red cross" indicates that the soldier has an above average first aid skill.

To the right of the portraits are three bars. The first bar is your health. It decreases as you are injured. Once it passes the halfway mark, it turns red, and should it disappear completely, that soldier will die.

The next bar is your Endurance. It decreases while performing strenuous activity, like running or jumping, and replenishes itself slowly as you rest. Your weapon accuracy suffers if it is not full (you are out of breath), and you cannot sprint or jump if it is empty.

The final bar is an indication of how well a disguise is holding up. When you don an enemy uniform, this bar will be full. The more time you spend in close proximity to enemies, the more this bar will drop as they get a good look at you. When it becomes empty, you had better be ready, for the enemy will see you for who you really are. Getting out of sight will allow the bar to rise again, and changing to a fresh uniform will reset it.

To the right of the bars are two icons. The first indicates that soldier's fire order (hold fire, fire at will, etc), and the second his move orders (hold position, follow, etc). See Chapter 4 for more information on squad commands.

The final bar, below the two icons, shows your stealth meter. It is shown as a distance, in meters, inside which enemies will notice you. This number factors in a combination of sight, sound, and motion. Some things that may affect your stealthiness include your posture, how fast you are moving, whether you are out of breath, and what actions (like firing a gun) you are taking.

Movement

To move forward and back, use the movement keys (default: cursors up, down). To move from side to side, use the strafe keys (default: cursors left, right). To turn while moving, move your mouse from side to side.

Speed

There are four movement speeds available to you while on foot, illustrated by the four arrows on the lower-left side of the screen. Increasing or decreasing your speed (default: mouse wheel) will change the number of arrows that are lit up.

One arrow: Slow, stealthy, silent movement
Two arrows: A standard walk
Three arrows: Run
Four arrows: Sprint

Moving at anything faster than a walk will cause your endurance bar to drain, causing you to breathe hard, thus affecting your aim. If your endurance bar becomes empty, you will be unable to sprint.

Position

In addition to moving at different rates of speed, you can hold yourself in different postures. You will start most missions in a standing position. While you can move quickly this way, you also make a good target. Crouching (default: right ctrl) is somewhat safer, but causes you to move slower. Going prone (default: right shift) is the safest, making you hard to spot or shoot, but crawling on your belly is hardly a fast way to get anywhere.

Swimming

You may occasionally find the occasion to approach a target from underwater using special diving equipment. Moving while underwater is simple – simply face the direction you want to move and use the move forward key to propel yourself straight ahead.

Looking around

To look around while in the world, simply move your mouse. This has the same effect as moving your head around, allowing you to look to the sides, up, and down.

Camera positions

When you start a mission, you will be looking at your soldier from behind and above. This is called a third-person view. Use the camera key (default: C) to switch between this and a first-person view, which is you seeing through the eyes of your soldier. While using some weapons, you can use your secondary fire key (Default: end) to enter an iron sights view. This is a first-person camera in which you will be looking down the sights of your weapon.

Interacting with objects

Whether it is a gun, a door, a dead Nazi, or a vehicle, you will want and need to interact with the objects in the world. To interact with something, move close to it and point the crosshair at the object. If you can interact with an object, a frame will appear around it, along with the object's name. Press the action button (default: right mouse button). A menu will appear showing a list of the things you can do with the object. What options are listed depends on the kind of item you are trying to use and what you have in your inventory. Use the arrow keys to move through the options, hitting the action key again to perform your chosen task. Alternately, you can simply hit the number key on the keyboard or keypad that corresponds with your choice.

Uniforms and disguises

A soldier's life tends to be a tedious one, with long hours spent standing, watching unchanging hillsides for an intruder that may never show up. Soldiers, on their side and ours, get tired and inattentive after a while. You can exploit this weakness. If you are able to disguise yourself as an enemy soldier, you can move through the enemy's field of view without arousing too much suspicion. Still, there is the chance that you will be discovered, by an oversight such as a helmet worn in a non-regulation manner, or an unrecognized face. For this reason, it is still best to limit the time you spend under an enemy guard's scrutiny.

Grenades, bullets, and knives tend to make a mess of a uniform, and be certain that a uniform covered in blood will attract a guard's attention! To acquire a disguise, then, you must force an enemy to surrender. If you kill an enemy, the uniform will be ruined.

It is tough to force an armed enemy to surrender, although there are a few things that can help to demoralize them. First off, scare the bejeezus out of them! Emptying a clip over their head, shooting their weapon out of their hands, or almost running over them in a tank tends to put them a bit off balance. Shooting their commanding officer leaves them feeling confused. A wounded enemy is also more likely to surrender than a healthy one capable of fighting back, although his uniform will not be useful for disguising yourself, as it will have blood on it.

Once you have a uniform, make sure it is complete; all exposed clothing and equipment must be authentic. At the very least, you need to make certain that your uniform, backpack, weapon, and helmet (or hat) are of enemy origin, any concealed weapons should be safe from scrutiny.

Weaponry

One advantage that the SAS has over other units is our extensive training with weaponry. Unlike normal troops, we receive training not just in allied weaponry, but in the weaponry of our enemies, as well. This was one of the founding principles of the SAS – why haul in whole crates of weapons and ammunition when you can just steal it from the enemy when you get there?

The carrying and equipping of weapons

When you choose your gear for a mission, you will likely take a selection of rifles, submachine guns, pistols, knives, explosives, and heavy weapons for your squad. Obviously, you can't use all of these at once. You can carry one weapon in your hand, and may have others slung over your shoulder or stored in a pouch or backpack.

To select a weapon, use the next/previous weapon keys (defaults: [,]). When the weapon you want to use is highlighted on the right side of your screen, press the action key to equip it. Alternately, you can go into your inventory screen and drag the weapon's icon into your hands.

Firearms

Firearms are the most common of weapons in this war, and run the gamut from the light German Luger to the heavy Browning Automatic Rifle. Firearms are carried and equipped just like any other weapon.

Loading your firearm

Once you have a weapon in hand, you will want to make sure it is loaded. In the lower-right corner of your screen is a picture and the name of your current weapon, along with two numbers (IE 6/5). The first number represents how many rounds are currently in your weapon. The second number is the number of spare magazines or clips you have to reload the weapon with. Whenever you feel the need, reload the weapon with the reload key (default: enter). If the weapon is not completely empty, the partially full magazine or clip is retained, and it is assumed that you will be combining partial magazines between firefights. What this means is that if you have five magazines that hold twenty rounds each, you fire ten rounds and then reload, you will still have five magazines – but the last one will only have ten rounds left in it. Keep track of this. Soldiers have died when they confidently grabbed that last magazine to attack those three Germans, only to find it had just two bullets left in it!

Note that some weapons cannot be reloaded until they are completely empty.

Aiming and shooting your firearm

Firing a gun is easy. You pull the trigger (default: left mouse button). That's it. It is hitting what you want to hit that is the challenge. In either third- or first-person camera mode, you will see a crosshair of four lines in the centre of your screen. The area inside those lines is a general approximation of where your bullets will go when you pull the trigger. If you are moving, the lines get further apart. If you crouch or lie down, they get closer together.

Note that the lines never get very close together. There is a reason for that. If you can look down and see the weapon sitting there in your hand, you are obviously not aiming it! Only in emergencies and cowboy movies is shooting from the hip a good idea. To aim your firearm, press the secondary fire button (default: end). You will now be looking down the top of the barrel and through the weapon's sights, or, if the weapon has optics, you will be looking through its scope.

Now your bullets will go, more or less, where you point your gun. Be sure to pay attention to the small amount of bob and sway caused by your breathing – at a long range, it can be enough to cause you to miss a target. This effect is intensified if you have been exerting yourself by running or sprinting. If you steady yourself by crouching or lying down, you can decrease this effect.

Knives

Knives are not the most effective of weapons against an opponent that knows you're there, especially when those opponents are typically armed with guns. Against an unaware opponent that you attack from behind, however, it is extremely effective. Simply equip a knife and attack to stab at an opponent. Attacking an unaware opponent from the rear will quickly and silently dispatch them.

Explosives

Guns are nice, but they aren't all that effective against a heavy iron power generator, and one bullet at a time is a dangerous way to take out a room full of Germans. Thankfully, you have access to a few explosives to make your life easier – and more destructive.

Grenades

Grenades are small amounts of explosive in a hard metal casing. When a grenade explodes, the metal casing breaks apart, scattering shrapnel in all directions. To use a grenade, equip it like any other weapon, either with the next/previous weapon button, or through your inventory. Once it is equipped, press fire to throw it – the longer you hold the button down, the further your throw will be. Use the secondary fire key to give it a lighter, underhand toss.

Dynamite

When you want to do the maximum amount of damage with the least amount of effort, nothing beats good, old-fashioned TNT. A few sticks of dynamite with a timer attached can solve all kinds of problems. Dynamite is used for specific mission objectives. When you reach these objectives, you will see a red outline in the shape of a bundle of dynamite. Walk up to the outline and use the action key to interact with it to place the charge. This is not an instantaneous process, so you may want to be certain that no Germans wander into the room looking for a cigarette.

Mines

Mines are hidden booby-traps that are laid on the ground for unsuspecting enemies to step on or drive over, usually with explosive results. To place a mine, equip it as your active weapon, move to the spot you want the mine to be set, and press the fire key. It takes a few seconds to lay a mine, so be careful.

You can disarm and retrieve mines by getting close and interacting with the hidden mine. Just be careful where you step.

Vehicles

Marching along in formation may look good on the newsreels, but after a few miles in standard-issue boots, you will begin to see the benefits of parking your rump in a vehicle – not to mention the benefits of having a sheet of steel between you and the enemy!

Driving land vehicles

To drive a land-based vehicle, walk up to it and interact with it (use the action key). You will be given a choice of which vehicle station you want to be in (driver, gunner, etc). If you choose a position and tell your squad to follow you, they will take up the remaining vacant positions. While in a vehicle, you can again use the action button to switch between various positions.

To drive, use the same controls that you use to move around the world. The forward and back keys move the vehicle forwards and in reverse, and the strafe keys turn the vehicle left and right. The hand brake key (default: space) stops the vehicle.

Chapter 4: Controlling the Squad

Efficient communication between your squad members is critical in a combat situation. This chapter details all of the communication options available to you, from silent hand signals, to military code that can be shouted to a friend who's out of sight. You'll also learn about the tactical combat map, where you'll be able to coordinate all of your squad members' movements and actions.

Dynamic Squad Management

You can only control one soldier at a time. To cycle active control between your soldiers, press the TAB key, or hold the Right Shift key while pressing TAB to cycle through them backwards. To switch directly to a soldier, press the number key corresponding to his position in the soldier displays along the bottom of your screen: 1 to switch to the leftmost soldier, 2 for the second soldier, and so on.

If you want to issue commands to your team members without controlling them directly, you'll need to use the command menu situated on your keyboard's number pad. Before you issue a command, you'll need to select a unit to issue the command to.

- **Numpad0:**   All nearby friendly units.
- **Numpad1:**   Soldier #1
- **Numpad2:**   Soldier #2
- **Numpad3:**   Soldier #3
- **Numpad4:**   Soldier #4
- **Numpad5:**   Friendly Unit #5
- **Numpad6:**   Friendly Unit #6

After you've chosen your target unit, you'll be able to issue a number of commands via two-button codes. Commands that are similar to one another are grouped together in categories. Once you've picked a command category on the number pad, you'll be offered a list of commands to issue.

```
Commands
All soldiers

1. Movement
2. Attack
3. Action
4. Silent movement
5. Silent attack
6. Silent action
7. Formation
8. Tactical mode
9. Call support
0. Cancel
```

(You may pick up extra team members during the course of the game, who will be represented by a new profile tab. These team members are not available for your direct control; you'll need to issue them commands to tell them what to do.)

Command Group 1: Movement

This command group will have your active soldier yelling out a movement command to all other soldiers within hearing range. If a soldier is within hearing range, his picture on his profile tab will turn blue. Enemy soldiers within hearing range will be alerted to your presence when you yell, but this is the only way to communicate with your teammates when they don't have a direct line-of-sight to you.

Numpad 1: Follow Me

Your soldiers will follow you in the formation you've selected for them. (See Command Group 7.)

Numpad 2: Advance

When you issue this command to a soldier, he'll begin walking in the direction that you're currently facing. This is useful when you want a teammate to engage an enemy who is just out of range.

Numpad 3: Move There

When this command is issued the soldier will move to the location that your crosshair is currently pointing towards, this can be used to position your soldiers with more accuracy than just issuing the advance command.

Numpad 4: Halt

Your soldiers will immediately stop following orders that they are currently obeying. If you want to leave them behind while you scout ahead, you may want to manually move them into a position where they can lend you cover fire, if the need arises, but they will also react independently to the enemy changing posture and direction.

Numpad 5: Hold Position

This command will instruct your teammates to stop immediately in their current posture and directional facing. This is handy when you're attempting to take cover inside a building or any other defensible area.

Numpad 6: Take Cover

If you are expecting an attack from the enemy or plan to set an ambush this command will instruct your teammates to take to up a position of cover in the direction you are facing to prepare for attack.

Command Group 2: Attack

This command group controls how your computer-controlled teammates react when they have the opportunity to attack. You'll probably want to issue these commands individually, depending on the weapons your teammates are using: you don't want a submachinegunner to be firing at will at a target 200 meters away, for instance.

Numpad 1: Fire At Will

Any soldier, as soon as he spots an enemy or is fired upon, will open fire.

Numpad 2: Hold Your Fire

Your soldiers will not return fire or open fire of their own volition.

Numpad 3: Fire On My Lead

Your teammates will wait for you to fire the first shot before firing on the enemy or returning fire. This setting is ideal for situations when you're leading your entire team; note that this order will change to Fire At Will if your team comes under attack so that they defend themselves.

Numpad 4: Cover Fire

Your teammates will fire off rounds at random, causing all nearby enemies to duck for cover. Useful for crossing exposed areas, but make sure you switch your soldiers back to another setting once you get to your destination, because your teammates will be consuming ammo quite rapidly.

Numpad 5: Throw Grenade

Instructs your teammates to use grenades.

Numpad 6: Use RPG

If you have a teammate with some form of rocket launcher, such as a Bazooka or a Panzerfaust, you can use this command to instruct him to fire it.

Command Group 3: Action

This group differs from the rest in that the actions contained within are contextual, meaning that they differ based on what the soldier you're controlling is targeting. For instance, if you target an enemy corpse, you can instruct one of your teammates to switch uniforms with the body, or pick it up for later disposal; if your soldier is targeting a door, you can tell another soldier to enter it and clear out the room beyond; and if you target an injured teammate, you can command another teammate to heal your wounded friend. Try using this command on various items in the game world to explore its functionality on a case-by-case basis.

Command Group 4: Silent Movement

When you wish to issue commands to your team members without alerting nearby enemies, you can use hand signals via the Silent Movement command group. The commands are analogous to those of the regular Movement command group, except that they'll be silent. Note that your teammates must have a direct line of sight to the soldier to pick up on these commands, although they may hear your soldier whisper if they're close enough. If your team members are underwater, you'll be required to use hand signals to communicate.

Numpad 1: Follow Me

Your soldiers will follow you in the formation you've selected for them. (See Command Group 7.)

Numpad 2: Advance

When you issue this command to a soldier, he'll begin walking in the direction that you're currently facing. This is useful when you want a teammate to engage an enemy who is just out of range.

Numpad 3: Move There

When this command is issued the soldier will move to the location that your crosshair is currently pointing towards, this can be used to position your soldiers with more accuracy than just issuing the advance command.

Numpad 4: Halt

Your soldiers will immediately stop following orders that they are currently obeying. If you want to leave them behind while you scout ahead, you may want to manually move them into a position where they can lend you cover fire, if the need arises, but they will also react independently to the enemy changing posture and direction.

Numpad 5: Hold Position

This command will instruct your teammates to stop immediately in their current posture and directional facing. This is handy when you're attempting to take cover inside a building or any other defensible area.

Numpad 6: Take Cover

If you are expecting an attack from the enemy or plan to set an ambush this command will instruct your teammates to take to up a position of cover in the direction you are facing to prepare for attack.

me under unexpected firing, hitting this command will instruct your soldiers to find a hiding spot.

Command Group 5: Silent Attack

As with Silent Movement, this group issues attack orders to your teammates without tipping off your enemies that your team is nearby, only soldiers equipped with silent weapons will attack the enemy.

Numpad 1: Fire At Will

Any soldier, as soon as he spots an enemy or is fired upon, will open fire.

Numpad 2: Hold Your Fire

Your soldiers will not return fire or open fire of their own volition.

Numpad 3: Fire On My Lead

Your teammates will wait for you to fire the first shot before firing on the enemy or returning fire. This setting is ideal for situations when you're leading your entire team; note that this order will change to Fire At Will if your team comes under attack so that they defend themselves.

Command Group 6: Silent Action

This command is the same as Action, except that your instructions will be non-verbal.

Command Group 7: Formation

Your teammates will, by default, group themselves together in a formation unless you manually split them up. This command group governs the type of formation they create, as well as how close together they stay.

Numpad 1: Point Formation

This is the default formation. Your teammates will fan out behind you in a V-shaped formation.

Numpad 2: Line Formation

Your teammates will spread out on either side of the soldier issuing the command. This is best used when you are sure you won't be flanked by the enemy.

Numpad 3: Column Formation

Your soldiers form a column, with the soldier you command at the head. This is best used when you're attempting to flank your enemies, or when you suspect they might be attempting to flank you.

Numpad 4: Tighten Formation

Your teammates will stick together more closely in their formation.

Numpad 5: Widen Formation

Your teammates will spread out from their formation.

Numpad 6: Regroup

If your soldiers have become separated, use this command to reform the last selected formation.

Command Group 8: Tactical Mode

This group of commands relates to soldiers who are currently engaged in completing orders issued to them in Tactical Mode. The soldier issuing these commands will need to be under your direct control.

Numpad 1: Signal 1

Numpad 2: Signal 2

These commands are used to execute soldiers orders in real time that have been issued to soldiers in the tactical map after the wait for signal 1 or wait for signal 2 commands have been placed.

Numpad 3: Hold

Target soldier or soldiers will pause their enactment of any commands issued to them in Tactical Mode, and stand still until you issue another command.

Numpad 4: Continue

If you've ordered a teammate to Hold on his enactment of his Tactical Mode commands, this order will have him resume those orders.

Numpad 5: Cancel Orders

All Tactical Mode orders for targeted teammates are cancelled. Targeted teammates will stop at their current location.

Numpad 6: Back To Formation

This command cancels all Tactical Mode orders for the targeted soldiers, and orders them to regroup near the active soldier in the default formation. This must also be used once tactical orders have been completed, in order for them to return to being able to be controlled via voice commands. A shield icon next to the soldier's portrait will indicate if he is still in tactical mode.

Command Group 9: Call Support

You can call for support only during multiplayer games and the appropriate piece of equipment (radio) must be equipped.

Numpad 1: Call Airstrike

Calls an airstrike down upon your enemies.

Numpad 2: Call Artillery

This command summons a long-distance artillery strike upon the targeted area of the map.

Tactical Squad Management

If you wish to issue multiple commands to different soldiers simultaneously, you can use Hidden & Dangerous 2's tactical mode. The Space key will create a tactical mode overlay on top of the game's normal interface when you press it during a mission. Tactical mode pauses the game and allows you to split up your team without having to control each squad member manually. The tactical mode is not available in all of the missions.

The first thing you'll notice when you open the tactical mode is that your viewpoint is disengaged from your soldiers; you'll be able to move your viewpoint freely about the level, though you'll only be able to see some features, like enemy soldiers and vehicles, if one of your soldiers is within sight of them. While in tactical mode, you can use the following keys to manipulate your view and interact with the world:

- **Left-click:** Click on the ground and drag to move your viewpoint. Double-click on the ground to automatically move your viewpoint to that location. Click on a soldier to switch to him. Left-click on a waypoint and drag to move waypoint.

- **Right-click:** Right-click to set a waypoint when you have a soldier selected. Right-click on a waypoint to delete it. Right-click on a soldier or item to bring up the Action menu, which offers you a variety of actions based on the item you're clicking on.

- **Up Arrow:** Move viewpoint forward.

- **Back Arrow:** Move viewpoint backwards.

- **Left Arrow:** Move viewpoint to the left.

- **Right Arrow:** Move viewpoint to the right.

- **Pageup:** Raise your viewpoint off the ground.

- **Pagedown:** Lower your viewpoint toward the ground. Scrolling your mousewheel (if you have one) will also raise and lower your viewpoint.

- **Numpad2:** Tilt your viewpoint down.

- **Numpad4:** Rotate your viewpoint to the left.

- **Numpad6:** Rotate your viewpoint to the right.

- **Numpad8:** Tilt your viewpoint up.

- **Pressing down and holding the middle mouse button** (if you have on) will also allow you to tilt and rotate the camera.

In addition to the interface differences, you'll notice that some objects in the game are surrounded by coloured boxes.

- **Blue Box:** Indicates your currently selected soldier.

- **White Box:** Indicates that an item or person can be right-clicked to open an Action menu.

- **Red Box:** Indicates that a character is hostile and that your currently selected soldier has a line-of-sight towards that character. If your soldier is in Aggressive mode, he will attempt to fire at the hostile target.

- **Green Box:** Indicates the soldier that you will be in control of when you exit the tactical map.

Now that we've covered the basics of the tactical mode interface, let's discuss what you can do with it. The primary functionality of the tactical mode is to set up waypoints for a soldier. When you set up waypoints, you are telling your soldier to run to a spot on the map, then proceed to another spot, and so on. The important thing is that you can change the way your soldier behaves between each waypoint. For instance, if you want to move a soldier across an exposed gap between two buildings, you can tell him to crawl silently until he reaches the corridor, sprint across the gap at full speed, then have him hold his position and look out for enemies while your other soldiers repeat the action. All of this will be performed automatically, and, most importantly, all of it can be performed simultaneously alongside actions you've instructed your other soldiers to perform.

The most basic action you can perform in tactical mode is setting a waypoint for your soldier. If you enter tactical mode, set a waypoint, then exit tactical mode, the soldier will move from where he was to the waypoint without requiring any manual control. You can string together waypoints by successive right-clicks along the path you wish him to run. In-between each waypoint, however, you can change his behaviour by using the buttons along the top of your soldiers' profile tabs. There are seven groups of options to choose from.

Pose

Stand: Your soldier will walk to the next waypoint while standing straight up.

Kneel: Your soldier will creep to the next waypoint while crouching.

Lie: Your soldier will crawl to the next waypoint while lying prone.

Motion

Sprint: Your soldier will run at full speed towards the next waypoint. If your soldier runs out of stamina while in transit, he will revert to running. As in manual movement, this option is only available if your soldier is standing erect.

Run: Your soldier will move swiftly to the next waypoint.

Walk: Your soldier will move at a normal pace to the next waypoint.

Silent Walk: Your soldier will move slowly, but silently, towards the next waypoint.

Mind

Aggressive: Your soldier will fire upon any hostile target that comes into his field of vision.

Defensive: Your soldier will only fire when fired upon.

Passive: Your soldier will not fire his weapon. You should only use this setting if you're fairly sure that your soldier won't be seen, or if you want to sprint from one location to another without stopping.

Signals

Signals 1

Signals 2

These commands are used to co-ordinate more precise manoeuvres by your soldiers combining tactical and real-time modes. After issuing a set of waypoint commands a wait signal can be set and then further waypoints set. When returning to real-time the soldiers will carry out the first set of orders and then hold position until the signal 1 or 2 command is given from the action menu.

Regroup

This command should be used at the end of issuing tactical orders in order for them to return to being able to be controlled via voice commands. A shield icon next to the soldier's portrait will indicate if he is still in tactical mode.

Delete

Delete Command: Deletes the last waypoint that was issued to this soldier. You can also delete waypoints by right-clicking on them.

Delete All: Deletes all of the waypoints that have been laid out for the currently selected soldier.

Options

Realtime: If you activate the realtime setting, all soldiers will begin moving through their waypoints while the tactical mode interface is still on your screen. You will be able to set new waypoints and perform the other functions available in tactical mode, and your soldiers will begin following your orders immediately.

Options: Displays the game options menu.

Now that you know what all the buttons do, it's time to learn precisely how to set waypoints for your soldier.

Let's return to the example above, of the soldier needing to sprint past a dangerous corridor. After you open the tactical mode interface, left-click on the soldier you want to send across the passage. He'll be framed by a blue box. On the tactical mode toolbar, select a Crouch pose, and the Silent Walk movement style, then right-click on a spot near the corridor. After the first waypoint is placed, you'll see a blue line extending from your soldier to the waypoint. This line lets you know the path that the soldier will walk to get to the waypoint; sometimes he'll need to walk around obstacles, and the path will be curved.

Once you have your first waypoint placed, you can prepare to place the second one, on the far side of the corridor. Switch the Pose mode to have your soldier Stand, then change the Motion to Sprint. You may also want to change his Mind setting to Passive, so that he ignores any incoming fire and gets to his next waypoint without slowing down. Right-click again on the far side of the corridor, and another waypoint will appear, with another blue line connecting it to the first waypoint.

If you want your soldier to cover the advance of your remaining troops, you'll need to get him into an appropriate posture and alertness. Set up a final waypoint near the second waypoint, with your soldier set to Crouch or Lie, and with a Mind setting of Aggressive. With these settings, your soldier will fire upon any enemies that may have followed him as he crossed the corridor.

When you're ready to send your soldier on his way, de-activate tactical mode or enable the realtime toggle on the tactical mode taskbar. He will begin following the path to the first waypoint, then sprint across the corridor, then take up his defensive position. If you've exited tactical mode, it's important not to attempt to manually control the soldier unless it's critical; doing so will erase all of his waypoints.

Once a soldier has reached his final waypoint, he will automatically enter Guard mode. In this mode, he will retain the Pose and Mind settings of the final waypoint, but will not respond to verbal commands or hand signals from other soldiers. In order to exit Guard mode, switch the soldier to manual control and move him forward a few steps or issue the Back to Formation voice command.

Chapter 5: Multiplayer

Multiplayer Games

LAN games are multiplayer games played over a Local Area Network (LAN). A LAN is two or more computers connected directly to each other, such as computers in your home or office network.

Internet games are just that – games played over the Internet with other people.

Click on the Multiplayer Game – LAN or Multiplayer Game – Internet menu option to bring up the appropriate server browser and configuration options. The screens and options are, for the most part, identical for both LAN and Internet games.

Creating a Game

Before anybody can join a game, one computer must create a server. A server is the machine that actually runs the game, to which other computers connect. To create a server, click on the Create Server button. The screen is identical whether you are creating a LAN or Internet server.


Enter a name for your server in the 'Host Name' box, and then choose your gameplay mode in the box below. Use checkmarks to choose which maps you wish to play on in the list on the left side of the screen. On the right side of the screen are more options:

Server Internet	If this is an Internet server, check this box. For LAN games, leave it unchecked.
Dedicated Server	Check this box to make a dedicated server. Dedicated servers are faster, but cannot be played on from the same computer.
Maximum Number of Players	Sets the maximum number of players allowed in the game.
Point Limit	In some games, this determines how many kills (points) must be made to win a round.
Round Time Limit	How long, in minutes, each round lasts
Round Count	How many rounds will be fought before changing maps
Preparation Time [S]	How long, in seconds, players have to select their gear prior to beginning the game.
Respawn Time [S]	How long (in seconds) a player has to wait to respawn after having been killed.
Spawn Protection	How long (in seconds) a player is invincible after respawning.
Inverse Damage	When a player injures a teammate, this number is a percentage of damage that the offending player receives back.
Friendly Fire	This determines whether players can harm members of their own team.
Automatic Team Balance	Select this option to automatically assign players to teams to keep them balanced.
Allow 3rd-Person View	If checked, players can play in first- or third-person views. If left unchecked, they are limited to the first-person view only.
Password	If you enter a password into this space, all players will be prompted for it before being able to join the server.
Port	If needed, this will allow you to specify what network port the game will use.

Note that not all options are available for all gameplay modes.

Joining a Game

To join a game that has already been created on a different computer, click on the Multiplayer Game – LAN or Multiplayer Game – Internet menu option to bring up the server browser. Look for the game that you wish to join in the upper portion of the screen. To join a game, just click on Join Game. The other options are detailed below.
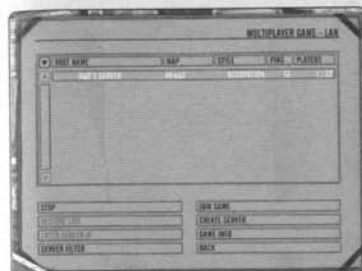
Update List	Restore List clears the list of servers and gets a newer, up-to-date list from Gamespy or servers on a LAN.
Refresh List	This option refreshes the game information for all the servers in the list, such as ping and number of players.
Enter Server IP	This option allows you to join a specific game if you know the server's IP address.
Server Filter	Clicking on this option allows you to force the browser to display only games that meet certain conditions, such as a particular play style, a maximum ping, etc.
Join Game	Joins the game you have selected.
Create Server	This allows you to create a new server as detailed in 'Creating a Game.'
Game Info	Click on this option to display more detailed information about the game you have selected.

Selecting your soldier and spawn point

Once you have joined a game, you will be presented with a soldier selection screen. Choose your soldier on the right, using the same roster and statistics as the single-player game. On the left side, choose your team and select your inventory.
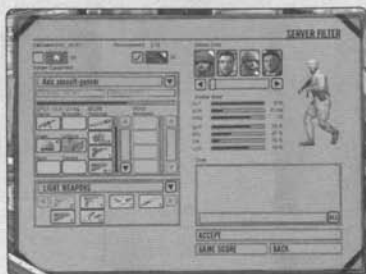
Beware – some games limit how long you have to choose your inventory. To speed things up, there are several common sets of gear that can be selected from the drop-down menu at the top. You can add additional presets by dragging and dropping the gear you want into your inventory, and then clicking on Save Preset. You can also change the name of a preset by clicking on Rename Preset. Hit Accept when you're done.

Depending on the mode of play, you will now either enter the game or be presented with a map. The map will list your objectives and have a number of circles marked as either Axis or Allied. These circles are called 'spawn points,' and are where you will enter the battlefield. Should you be killed, your chosen spawn point is where you will re-enter the game when the reinforcement timer runs down. Click on the spawn point you want to start at, and you will enter the game. You can change your spawn point while in game by clicking on a new one on the map. Good luck, soldier!

Multiplayer Modes

Hidden & Dangerous 2 Objectives

Enter the battlefield as either an Axis or Allied soldier. Each side has objectives that must be completed to win. Be careful, though – once you die, you are out for the rest of the match. In addition to meeting objectives, if one side completely eliminates their opponents, they achieve a victory.

Deathmatch

It is everyone for themselves in this mass combat. You have no allies, and everyone you meet will be out to kill you. Whoever has killed the most when the round ends, wins. Alternately, you can win if you reach a certain number of kills (the 'fraglimit') before anyone else.

Occupation

Join either the Axis or the Allies on the front lines of the war. You will be placed on a battlefield containing a number of strategic points marked with flags. Each flag that your side holds (marked on the map with your side's symbol) can be used as a spawn point.

The goal is to capture all of the flags, while preventing your opponent from capturing yours. To capture a flag, move near it. If there are no enemy troops nearby, a progress bar will appear showing how long it will take before the flag is captured. If you leave the area before the flag is captured, the progress bar will be reset. Additional soldiers on your side that are nearby will increase the speed of the capture. Flags with no symbol are neutral; nobody owns them, and nobody can spawn at them. If the flag you are capturing is under enemy control, it will turn to neutral when the progress bar is half full. This means that it takes twice as long to capture an enemy-held flag as it does to capture a neutral one.

Playing Hidden & Dangerous 2 With Gamespy Arcade

To play Hidden & Dangerous 2 over the Internet via Gamespy Arcade, you should select the option from the start menu Programs\Illusion Softworks\ Hidden & Dangerous 2\Play Hidden & Dangerous 2 Online with Gamespy Arcade.

Advanced Multiplayer Commands

These are intended for advanced users only, please refer to the readme which can be viewed from the start menu Programs\Illusion Softworks\ Hidden & Dangerous 2\Readme.txt.

Appendix 1: Tactics

Introduction

Listen up soldier! You might have just passed through the most rigorous military training program in the world, and you may have the best weaponry that Allied factories can produce, but all of that won't mean much when you find an enemy soldier in your sights for the first time. You have a lot of potential, but there's no way to predict what a man will do in his first combat situation. Unfortunately, the first mistake you make will usually be your last.

Hopefully, the following tactics will help make sure you don't make that first mistake. In theory, taking this advice will help you conquer your enemies and complete your objectives, but when the bullets start flying, theory is usually the first thing that gets shot down. Be smart, and adjust to the circumstances particular to each of your missions.

Long-Range Exterior Combat

Exterior combat is combat that takes place in open country. Outdoors combat will usually give your team the element of surprise, allowing you to perform reconnaissance and long-range scouting before finally deciding where to make your move. Long-range fighting revolves around the use of rifles, either of the bolt-action variety (scoped and unscoped), or automatics, such as the M1 Garand. When you do decide to initiate combat, though, your gunfire will almost always prompt any rifle-wielding enemies to return fire, so be sure to provide your fellow soldiers with cover.

Movement

Moving across open ground is risky at best, and often downright dangerous. As a commando, however, you've been specially trained in stealth movement, so you'll usually be able to spot your enemy and drop him before he's aware of your presence. Once you get a few missions under your belt, you'll have a pretty good idea of just how far those Axis soldiers can see.

Upright, standing movement is the quickest form of walking, but also gives your enemies a large target to shoot at. As such, it's recommended only when the enemy is unaware of your presence, or if you desperately need to move to avoid incoming fire. If you're upright, you can sprint to evade fire, but you've got a 30 kilo load on your back, so don't expect to run too far before you get tired out.

Crouched movement is the best combination of mobility and safety when moving while exposed to enemy fire. Kneeling allows you to move at a decent pace, while reducing your profile so that enemies will be less likely to actually hit you.

A prone stance is best when you're engaged in activities that force you to remain still, such as a long-range sniper shootout. You offer a greatly reduced target area to enemies, while retaining most of your shooting functionality. Lying prone is only recommended if you are sure that there are no enemies in your immediate vicinity: your lateral aiming capabilities are greatly reduced while you are prone, allowing enemies to rather easily approach you from behind or the side and quickly eliminate you.

Firing

Firing on an enemy will elicit various responses, depending on the weapon used and the environment. In an open environment where sound carries easily, the use of any kind of non-silenced weapon will likely alert all nearby enemies; in a dense jungle where rain is constantly falling, enemy soldiers are less likely to hear gunshots.

Sniper rifles: Sniping from a distance is the safest and most effective means of killing individual targets and weakening your enemy's main troop concentration. Since snipers have the advantage of a powerful scope, you should be able to see enemies well before being spotted yourself, so take the extra time to get into a safe, covered spot before opening fire. A sniper shot to the head or body usually results in an instant death, although headshots can sometimes glance off a target's helmet. See the Tactics section below for more info on sniping.

Rifles: Unscoped rifles are useful at medium range, due to their excellent accuracy and high calibre. Bolt-action rifles are usually second in accuracy only to sniper rifles, while semi-automatics are fair shots themselves.

Submachine guns: Submachine guns are wholly unsuitable for long-range combat, due to their relatively low-calibre rounds, and their uncontrollable spread of bullets.

Automatic rifles and machine guns: Automatic rifles, such as the BAR, possess a potent mixture of calibre and rate of fire. They are often the least accurate weapons your team will carry, however, which makes them more likely to scare opponents than kill them when firing from long range.

Pistols: If you're using a pistol at long range, then something is seriously wrong. Either scavenge a better weapon from a corpse, or hide and wait for your opponents to come to you.

Tactics

Advanced sniping:

Sniping begins with positioning. Ideally, you should expose as little of your body to your enemy before taking down your first target. In most situations, this will involve lying prone on a hill or a similar landscape feature so that only your head and your rifle are visible to your enemy, but on occasion, you might find yourself kneeling or even standing to fire out of a window.

The first thing you'll notice when you try to use a sniper rifle is the slight movement of the targeting reticule when you're attempting to target an enemy at long range. This movement is known as "scope drift", and is perfectly natural; you're not a machine, after all, and your hands are going to move a bit, which will affect your aim. The scope drift will thankfully be exclusive to the vertical axis. With practice, you should be able to counteract drift by moving your rifle up and down in the opposite direction of the drift.

Assuming you've kept a safe distance between yourself and the enemy, concentrate on opposing riflemen first, as they are most likely to actually hit you. Enemy snipers are especially troublesome, but at long distance, it's often difficult to distinguish between riflemen with scopes and those with ordinary firearms. In many situations, the rifleman with the high ground can be considered a likely sniper, and should be taken out first.

Operators of machine-gun emplacements and pillbox turrets should come next; though their weapons are not very accurate, their rate of fire gives them a good chance of hitting you eventually. After those opponents are eliminated, enemy machine-gunners and submachine gun users should come next.

Snipers are deadly at long range, but are outmatched at medium and short-range combat. For this reason, you should assign one of your soldiers with an automatic weapon to guard you while you're sniping, since your first shot will often bring down a wave of enemy infantry on your head.

Combat near Buildings

Many of your missions will require you to fight in and around buildings. These structures add a new dynamic to the battlefield, in that you often won't see enemies until you're very close to them, and that your enemies are not above placing snipers and machine-gun emplacements inside or on top of buildings. Strategies that work well in open fields begin to break down after this new tactical element is added to the mix; you'll need to adapt your battle plan and proceed cautiously when approaching structures, while creating new battle tactics, such as ambushes and using gunshots to lure enemies into kill zones.

Movement

As with long-range combat, crouching is the best form of movement for combat near buildings. Walking is quick, but since you'll be engaging the enemy at close range, you'll need to be much more careful about the target you present. Lying prone is advisable when your team is pinned down in an exposed area; just be sure that no sudden movements are required on your part.

Firing

Fighting around buildings generally consists of a hodge-podge mixture of medium-range, close-range, and "up close and personal" combat. For this reason, versatility is key: your team will need both weapons with high accuracy, and weapons with excellent rates-of-fire.

Sniper rifles: Sniping, while not quite as useful as in open country, is still critical when fighting around structures, if only to combat enemy riflemen who will attempt to pin you down from a distance. Snipers are also useful for reconnaissance around structures, especially when your team is faced with a building surrounded by open territory; use a sniper to scope out the windows facing your approach vector to ensure that there are no enemies waiting to open fire. Sniping is your best bet when dealing with enemies that have found cover, since soldiers with other weapons will have a hard time accurately placing shots on a small target.

Rifles: Semi-automatic rifles are perhaps the most useful weapons for combat that takes place near the exterior of buildings, since they can be used to either fire single, accurate shots at medium-range targets, or to fire off an entire clip at enemies that get too close. Bolt-action rifles suffer from the same rate-of-fire problems as sniper rifles, but don't have the advantage of pinpoint placement of shots. Soldiers wielding bolt-action rifles should begin to consider picking up a weapon from a dead foe once they start fighting around structures.

Submachine guns: Submachine guns begin to come into their own when combat erupts around buildings. Across wide streets or airport runways, they will still not be accurate enough to take down enemies quickly, but for twitch fire against a close-range enemy, there aren't many weapons that provide the killing power of a submachine gun. You may want to use a submachine gun if you're leading your team; clear out any nearby enemies, then let one of your riflemen deal with the long-range threats.

Automatic rifles and machine guns: The accuracy problems of your heavy weapons are less important as you engage the enemy at closer range. Your machine guns and assault rifles will therefore become a vital part of your toolbox when fighting around buildings, if only because they are superb at laying down covering fire for soldiers who need to move across exposed areas, or as the crux of an ambush for oncoming enemies. They are best used for defensive purposes, though, since they're a bit unwieldy compared to your submachine guns.

Pistols: Pistols are decent enough at very short range, but since many of your foes will be dropping MP40's or other submachine guns, you should almost always have better alternatives to choose from.

Tactics

Approaching a building:

When closing the distance to a building or moving between and around structures, it's rare that you'll know the precise location of your enemies. This is especially true when covering ground visible from a building's door; should you find yourself needing to fire at a distant foe, you may wind up alerting enemies inside nearby buildings, who will burst out of the doors and create a crossfire. If you find a relatively defensible position, you can attempt to lure enemies outside by firing shots near a building's door; this tactic works best when you have an unobstructed view of the area near the door, since even the computer opponents are adept at finding cover when they come under fire. Machine guns are excellent at mowing down soldiers as they exit a building.

Movement near buildings:

When your team is travelling near the exterior of a building, take advantage of the cover that structures provide by walking alongside the wall. This will both eliminate the possibility of fire from enemies around the corner from the building you attach yourself to, and maximize your soldiers' field of view around the corner of any adjacent buildings.

When you do reach a corner or intersection, you should always proceed as if there are enemies waiting for you, until you're certain that there is no threat. As you approach a corner, keep your back against the wall and scout the area to ensure that it's clear. Look across the way first; if you don't see any enemies, lean around the corner and check the other side of your position. If you do spot an enemy on either side, judge the distance and select one of your soldiers to perform the kill.

Just because you can't see him doesn't mean you can't kill him:

Bullets can penetrate most weak material. While you shouldn't expect to hurt anyone through concrete, you can shoot through tent canvas, wooden walls, wooden doors, glass, and other similar building materials. It's difficult to get an exact bead on an opponent before doing this, obviously, so you'll want to be using an automatic rifle or submachine gun: just send an entire clip through the wall and hope you took your enemy down. Silence doesn't necessarily indicate a kill; if you merely wound an opponent, you can expect him to start sneaking about while looking for you. Your bullets do suffer a speed reduction when they're fired through materials, especially when you're shooting through solid wooden walls.

It goes without saying that this tactic can be put to excellent use when you possess abnormally heavy firepower. A tank or jeep-mounted machine gun can chew up the interior of a wooden building as thoroughly as any grenade could, and flak cannons can also penetrate tents. Since these weapons often possess massive reserves of ammo, you can safely cover each building thoroughly with enough ammunition to spare for the soldiers walking around outside.

Interior Combat

Combat inside buildings is what separates the patient soldier from the dead soldier. Combat slows down and evolves into elaborate cat-and-mouse games between hunter and hunted. The trick to survival is ensuring that you're the hunter.

Movement

Your primary concern when moving around inside a building is to keep quiet; keeping a low profile is still important, but will be less of a priority due to the short duration of most individual engagements. Crouched movement is still your best bet, though; a kneeling soldier who is moving as slowly as possible is going to be virtually impossible to hear, which will help you sneak up on enemy soldiers.

Lying prone is not recommended, unless you have a soldier wielding an automatic rifle or machine gun who can cover an entry or choke point.

Firing

If a weapon isn't automatic, it's not going to be much help in an interior fight. Semi-automatic rifles and pistols can be useful, but the weapon of choice for combat inside a structure is the submachine gun. Since you will almost always be engaging your enemy at point-blank range, you'll need the ability to pump out bullets in rapid succession, and submachine guns are perfect for this task.

Sniper rifles: Sniper rifles are less than useless in interior combat, due to the emphasis on rate of fire over accuracy. If you're invading a building with good sightlines on the surrounding terrain, however, you may want to shoulder your sniper rifle instead of dropping it: windows and rooftops make ideal sniper's roosts.

Rifles: Bolt-action rifles should be shouldered indoors; the delay between shots is long enough to ensure that if you miss, you probably won't get a second chance. Semi-automatic rifles are useful when firing down long hallways, but they often suffer from small clip size.

Submachine guns: This is what you want when going room-to-room. Submachine guns are the kings of interior combat, due to their immense rate of fire and high ammo capacity. Their only drawback is noise; try and get a silenced model from the inventory screen if your mission briefing indicates interior work.

Automatic rifles and machine guns: Narrow hallways and rooms are not ideal for these beasts, since they rely on a wide field of fire for proper use. If you can find a defensible spot, you can still use a prone soldier with an automatic weapon to set up a choke point or ambush zone.

Pistols: While a submachine gun is still preferable to a pistol when fighting indoors, you may find one useful when sneaking up on an opponent from behind. If you unload a full clip into an enemy, they're as good as dead, but be sure you have friendly cover, because you'll be defenceless while you reload.

Tactics

Approaching, opening, and entering doors:

You'll need to learn how to approach and open a door if you want to stay alive inside a building. Since you can't open a door and aim a weapon at the same time, any enemy on the opposite side of a door will get a free shot at you after you open up. There are, however, a few tricks you can use to gain the upper hand on your foes, whether or not you know where they're located in the room beyond.

First, always assume enemies lurk behind a door, until you're sure they don't. Approach a door as slowly and silently as possible; enemy soldiers can hear your footsteps through doors, and if you let them know where you are by moving too loudly, they'll usually either come out looking for you, or wait in the room with their rifles pointed at the door.

When you reach a door, and are preparing to open it, move as far to one side as possible, preferably by the handle side of the door. Doors' hinge sides are usually located closer to the corner of a room than their handle sides; this means that when you stand near the handle of a door while it's opening, you'll be less likely to be within view of an enemy afterwards.

After a door has been opened, you should be able to peek inside it, either by moving around in the third-person viewpoint, or by having your soldier lean around the corner. If there are enemies inside, shooting them while your soldier is leaning is an efficient way of eliminating them. You can also throw in defensive (blue stripe) grenades by bouncing them off a wall; just make sure you're ready with a weapon in case an enemy soldier decides to avoid the grenade by running into the hallway you occupy.

And finally, don't be afraid to unload a few dozen rounds of ammo through a door if you suspect an enemy is on the other side, or if you spot a door opening up.

Room clearing:

In large buildings, you'll need to proceed room by room, clearing out all of the enemies in your path to ensure that none of them take you by surprise from behind. This is often a fairly straightforward task, but in the more labyrinthine structures, it can be fairly difficult to ensure that all of the rooms you've encountered stay clear.

It helps to find hallways and clear all of the adjoining rooms one by one, checking each room as you proceed, and only heading back to the hallway when you've eliminated all the enemies in each room.

This can help keep you oriented while you're inside a large structure, since you won't have detailed maps for the interiors of the buildings you enter.

One key tip for moving throughout large buildings is to close doors behind you as you move ahead, and listen for the sounds of doors opening and closing around you. Keeping the doors closed behind you will lower the probability of an enemy sneaking up behind you. If you stay alert and listen for the sounds of doors, perhaps after firing off a shot or two, you should be able to determine from which direction your enemies are approaching, and perhaps hastily set up an ambush with your automatic weapons.

Stop and listen:

The key to locating your enemies in interior warfare is listening, not seeing. Given the tiny field of view afforded to you while indoors, you'll need to keep an ear out at all times to locate your enemies. Listening for footsteps is especially useful, since you'll be able to tune in on the location of an enemy and tell whether he's headed in your direction or not. Keep in mind, however, that many of your enemies will not make any sound, whether because they're standing or sitting in one place, or because they suspect your presence and are creeping about silently themselves.

It's quite possible, and often desirable, to eliminate your enemies without exposing yourself to fire. The most obvious way to do this is to use defensive (blue stripe) grenades, which can be safely (relatively speaking) bounced off of walls to reach areas otherwise out of sight. Enemies will attempt to avoid the blast, though, so you may find yourself facing off with an enemy soldier as they run away from the grenade. Since it takes a second to switch from a grenade to your normal firearm, you'll want to have one of your fellow soldiers take up a supporting position nearby before you chuck your grenades.

Vehicular Combat

Although you'll be using footpower to make your way across most terrain, you will run across vehicles on the battlefield. If the vehicle is unoccupied, you and your teammates can appropriate it for your own uses by entering it and driving off. (See Chapter 3 for details.) If an opponent occupies a vehicle, however, you will usually want to destroy it before it's used to destroy you.

Vehicles can be divided into two categories: armoured and non-armoured. Non-armoured vehicles are susceptible to small-arms fire, such as that from your submachine guns, while armoured vehicles will usually require heavy firepower to destroy.

Non-armoured Vehicles

None of these vehicles are particularly hard to destroy. Automatic weapons fire will do the job nicely when aimed at the engine block. You can also shoot out a vehicle's tires if you want to slow it down a bit, but this won't neutralize the offensive capabilities of the vehicle.

Automobile: This is an enclosed vehicle that can be used for transportation only. Your soldiers will not be able to fire out of the vehicle, so be very careful when driving near enemies. Don't forget that you can run enemies over if you're in a tight spot.

Motorcycle: Motorcycles come with an attached sidecar, so that two soldiers will fit inside. You're very exposed while riding in one of these, so you will want to stay far away from your enemies while driving.

Jeep: Jeeps have seats for a driver, two passengers, and one machine-gunner, who will utilize the machinegun mounted on the jeep's chassis. The passengers in the rear seats can fire outside the vehicle, but again, all of your soldiers will be very exposed. You can use the machinegun's tracer rounds to home in on your target from a great distance away, however. If a jeep doesn't possess a mounted gun, the forward passenger will only be able to use his regular weapon.

Truck: Trucks are unarmoured and have no weaponry, so be careful when using these vehicles near enemies. Soldiers in the back of the truck can fire out the rear. Enemies can penetrate the windshield of the truck, so you might not want to run directly towards any hostile soldiers. If you spot an enemy truck driving around, it should wind up high on your list of priority targets: if you manage to destroy it while it's still in transit, you'll destroy all of the soldiers inside, as well.

Mobile Flak: Mobile flak vehicles are simply flak cannons mounted onto a truck chassis. You'll have space for all four of your soldiers, but they will all be relatively exposed, so you'll want to use the flak cannon to fire on your enemies from afar, before they can get a bead on your truck. You're best off using a scout in combination with this vehicle: send one of your soldiers a bit ahead of the mobile flak truck to snoop around for enemy soldiers, so that you're always prepared for what is coming. This is especially important when moving around corners.

Armoured Vehicles

Armoured vehicles are very difficult for your team to deal with. If possible, your best option is often just to avoid them. Should you have to destroy them, however, you'll need to resort to some heavy firepower, such as a rocket launcher or anti-tank mine. (See "Using Explosives" below.)

Armoured Personnel Carrier: The machinegun on the top of an APC is its deadliest feature. Luckily, the gunner is exposed to fire, so take him down first so that someone with a rocket launcher can get close enough to blow the vehicle to shreds.

Tanks: Tanks possess both a machine gun and a turret that fires explosive shells. Both weapons can eliminate your team within seconds, so your first task when you encounter a tank is to flank it or get behind it. If a tank is approaching you straight on, find cover: the machinegun on a tank is situated on its front side, and it has a decent arc of fire, so you'll want to be out of sight when one comes rolling past. The turret, however, can swing in a 360 degree arc, so be sure to start running when it begins rotating towards you.

There are a few different ways to eliminate a tank, the most common of which is to use a rocket launcher. Bazookas are usually available in the inventory screen before a mission in which you may face off against a tank; if you have a soldier with a high carrying capacity and an empty shoulder slot, bringing along a bazooka and a few extra rounds may make any tank encounters that much less difficult. German rocket launchers are called Panzerfausts, meaning "tank fist". These are one-use rocket launchers, and are not available from the inventory screen. You'll need to find a German armoury, or pick one up from a dead soldier.

Tanks are susceptible to rocket fire, but are heavily armoured on their front side. Your best bet when attempting to destroy a tank is to aim at its rear or flank side. If you manage a direct hit on its tracks, you may be able to prevent it from moving.

Anti-tank mines are another obvious weapon to use against a tank, but they're a bit more difficult to use than other weapons, due to the need to accurately predict the path that a tank will travel. If you observe a tank patrolling on a set course, then a mine or two on its path will ensure its destruction the next time it rolls around. On the other hand, if a tank is not moving or is searching for your party members, then a good place to set a mine is around one tank width from the corner of a structure. After you've set a mine, get the tank's attention by shooting it, and then retreat around the side of the structure. If it follows you on a direct course, as it usually will, it will hit the mine and be destroyed.

Flak cannons and mobile flak vehicles can also be used to destroy a tank. There isn't much strategy involved here; just get behind the tank and start blasting away. If the turret swings around, find some cover and attempt to approach from another vector.

Finally, if you can commandeer a tank of your own, you can rather easily destroy enemy tanks via your cannon. Reload times are extremely long for a tank's main turret, though, so be sure your first shot hits the target.

Using Explosives

There are a number of explosive devices available in Hidden & Dangerous 2. These weapons require care and precision when used: it's all too easy to accidentally kill yourself or your teammates when you handle an explosive device improperly.

Grenades: Grenades come in two varieties. The first has a contact detonator: upon impacting with a solid surface after you throw it, it will immediately explode, sending out shrapnel in all directions. Allied grenades with a red stripe have contact detonators, as do Japanese grenades. These are best used in open territory. The second type has an internal timer, and will explode a few seconds after you pull the pin. Allied grenades with a blue stripe are timer grenades, as are the German Steilhangranate. These are suitable for interior combat, since you can bounce them off surfaces and around corners. When you wield a grenade, your primary attack key will result in an overhand toss for long range, while a secondary attack will result in an underhand toss for precise placement at close range.

Dynamite and Explosives: Since your team will be operating behind enemy lines, you will often come across vital Axis support assets, such as fuel tanks. You can use dynamite or satchel charges to destroy these objects, or indeed any object with an appropriate spot for your explosive device. You'll know these objects when you see them, since all of them will possess a glowing red target spot for your explosives. In order to use your dynamite or satchel charge, simply target the red spot, use it, and select the option to place your dynamite. The timer on these explosives will generally be only 15 or 20 seconds, so run like hell as soon as the charges are in place.

Mines and Anti-Tank Mines: Anti-personnel mines can be lain almost anywhere, but they are obviously best used in areas where there are high levels of infantry foot traffic, such as immediately outside doorways. The concept is simple: cycle through your weapons until the mine is in your hand, and then press the attack key to lay it at your feet. When an enemy steps on the mine, that enemy dies. When a mine is placed, a small metallic trigger will poke up from the ground to remind you where you've set your trap.

Anti-tank mines are set in similar fashion, but are intended to destroy vehicles, not infantry. A single mine will usually be sufficient for even a heavy tank, but the trick is setting it in the tank's path without getting shot. Your best option is to either memorize the tank's path, or attempt to lure a tank onto your mine via gunfire and evasive manoeuvres.

Rocket Launchers: Rocket launchers, more than any other weapon, require practice to use effectively. When fired, their shells travel in a prominent arc, which requires you to tilt your rocket launcher above your target and hope that you correctly calculate the parabola of the projectile's path. Since ammunition will usually be limited, and a misfire will usually alert an enemy tank to your presence, you're going to want to know that you can hit your target in a critical situation. It'll be worth your while to practice firing the rocket launcher before you find yourself face to face with a tank.

Rocket launchers require you to be kneeling before you can fire them. The blast area is fairly large, so be sure you're at least ten to fifteen meters from your target before you let a rocket loose. Also, be sure none of your teammates are behind you when you fire; rocket launchers have a terrible backburn, which will incinerate anything within a few meters of your rear.

Appendix 2: Locations

There is a reason that they are calling this a 'World War'. It is being waged on every continent, in every environment on the globe. This appendix is designed to give you, the operative in the field, an overview of the geographical, political, and strategic situation in the various theatres that you may be called upon to operate in.

Norway (~March, 1941)

Norway is a nation in the northwestern portion of continental Europe, north of Denmark (and Germany) and west of Sweden. Norway has thousands of kilometres of coastline with numerous ports. Much of the landscape is glaciated, with rugged mountains and fertile valleys. Arctic tundra becomes prevalent to the north.

Norway's position in the North Atlantic makes it strategically invaluable to the German Navy. Norway had taken a position of neutrality early in the war, and its tiny army was completely unprepared when, in April of 1940, Hitler sent his armies to conquer the country, receiving help from the traitorous Norwegian Foreign Minister, Vidkun Quisling. The Norwegian troops fought valiantly, once even driving the Germans out of the port of Narvik, but the cause was hopeless, and Norway accepted an armistice on June 9, 1940. As of March 1941, the Germans still hold Norway in a tight grip.

North Africa (~November, 1942)

North Africa is a region that includes a number of individual countries, including Libya, Egypt, Ethiopia, Algeria, Morocco, and others. The terrain and environment vary from region to region, including some areas in the north with climates reminiscent of Italy and the northern Mediterranean. Most of the area, though, is arid, barren deserts, with blowing sands and little shade or cover.

Africa was never high on Hitler's list of targets, but Mussolini has other ideas, thinking to invade the French and British colonies there and create an Italian empire around the Mediterranean. When Italy's invasion began to go bad in late 1940 and early 1941, Hitler sent in General Erwin Rommel, called 'The Desert Fox', to clean up the mess. Rommel landed in Tripoli and advanced rapidly as far as Tobruk, at which point Allied forces were able to check his advance. As of November of 1942, General Bernard Montgomery has pushed back against Rommel, forcing him into a retreat at the recent battle of El Alamein. The battle for North Africa is not won, but the tides have turned.

Burma (~July 1943)

Positioned in Southeast Asia between China and India, Burma is a broad, heavily forested land surrounded by rugged highlands. It is a hot, humid tropical region subject to heavy monsoons throughout the spring and summer months, and long dry periods during the winters.

Burma is the main route between the West and our allies in China, a route sometimes called the "Burma Road." With Japan's control of the shipping lanes to the east of China, it becomes the most important route. The Yanks need to use Chinese air bases in order to launch strikes at the Japanese homeland, and our Chinese allies need supplies. In May of 1942, the Japanese captured Burma.

As of July 1943, there is no hard plan in place to recapture Burma, and the allies aren't completely certain of what the Japanese are doing in the country's interior.

Austria (~September 1943)

Austria is a small country with the misfortune to have been located between Hitler's Germany and Mussolini's Italy. It is a small, mountainous country, tapering off to sloping hills in the north and the east. Austria has cold winters and mild summers, with rain in the lowlands and snow in the mountains.

Wedged between two Axis countries, Austria was the first country to fall to Adolf Hitler's schemes for world domination, although it fell more through political chaos and pressuring than it did through conventional warfare. In any case, Austria has, for all practical purposes, been a part of Germany since the spring of 1938.

Northern France (~May 1944)

France lies, as you know, just across the English Channel from our own country. It is north of Spain, which remains largely uninvolved in the current war, and also borders both Germany and Italy directly. It is a country of plains, fields, and gently rolling hills (although it is mountainous to the east). Cool summers and mild winters combine to make France a generally comfortable place to be.

France fell early in the war as part of Hitler's initial blitzkrieg, forcing the remaining French administration into a collaborationist government in the town of Vichy. The entire northern half of the country is under direct German control. The Axis leaders know that Britain will be the staging ground for an invasion of the continent by the allies sometime soon. They even believe that the invasion will take place in France, but they are unsure where, and their forces are spread out thin to cover a massive amount of coastline in northern France. Hitler knows we are coming. We'd hate to disappoint him.

Czechoslovakia (~May 1945)

Czechoslovakia is a country dominated by forests, plains, plateaus, and rolling hills. Czechoslovakia enjoys cool summers, but wet winters. It is a strategically located country, sitting astride some of the most important land routes through Europe.

Sitting in the cradle between Austria and Germany, Czechoslovakia made an obvious early target for Hitler. The Czechoslovakian army was no match for Hitler, and the only countries willing to defend Czechoslovakia (France and the Soviet Union) were prevented from doing so by Poland and Romania. In 1938, in an attempt to assuage the threat from Germany, Czechoslovakia gave up the German-populated Sudetenland. Six months later, under threat of an unstoppable invasion that would have devastated the country, the rest of Czechoslovakia was surrendered to Germany without a shot being fired.

Czechoslovakia has remained in German hands since that time. Now that the war in Europe draws to a close and Hitler has been corralled in Berlin, reports have come in of the Czechoslovakian citizenry, with the backing of the Soviet Union, rising up against the German troops remaining in the area.

Appendix 3: Weapons

Light Weapons

Light weaponry consists of your basic combat knives, pistols, and revolvers. Combat knives are used largely in hand-to-hand combat, after a soldier has run out of ammunition, or when stealth is of the utmost importance. The difference between a semi-automatic pistol and a revolver is that a semi-automatic pistol is magazine-fed, while each shot in a revolver must be loaded individually.

Colt 1911

Late in 1906 the Army began to seek a 0.45 calibre semi-automatic pistol to replace its supply of revolvers that were in service. At the same time, John M. Browning had begun designing semi-automatic pistols for the Colt company, and began working on designs that would fit the requirements of the U.S. Army. His initial designs were adopted under the M1911 moniker, and were later mass-produced in the millions by Colt, Remington-UMC, Savage, Springfield Armoury, and other companies. Today the 1911 is arguably the most popular pistol in the world.	Used By	USA
	Date of Manufacture	1911
	Weight	1106 Grams
	Range (yds)	30
	Calibre	0.45in (11.43mm)
	Rounds per Clip /Magazine	7
	Rate of Fire (RPM)	N/A
	Maximum Velocity	825 ft/s (251 m/s)
	Weapon Type	Pistol

Enfield .38

Chambered for 6 rounds of .38/200, or .38 S&W, the Enfield .38 was a "break-top" revolver based on a scaled-down version of the Webley Mark 6. The Enfield .38 was made by the Royal Small Arms Factory and Albion Motors.	Used By	Great Britain
	Date of Manufacture	1926
	Weight	766 grams
	Range (yds)	30
	Calibre	0.38in (9.65mm)
	Rounds per Clip /Magazine	6
	Rate of Fire (RPM)	N/A
	Maximum Velocity	600 ft/s (183 m/s)
	Weapon Type	Pistol

Parabellum P08 (Luger Parabellum P08)

Named as part of a Latin saying, Si vis Pacem, Para bellum, which means 'If you want peace, prepare for War,' the German Luger Parabellum was adopted by the German Army in 1906 and saw quite a bit of service during World War II. The German Navy had adopted the Luger Parabellum some time earlier.	Used By	Germany
	Date of Manufacture	1908
	Weight	965 grams
	Range (yds)	50-55
	Calibre	0.35in (9mm)
	Rounds per Clip /Magazine	8
	Rate of Fire (RPM)	N/A
	Maximum Velocity	1150 ft/s (351 m/s)
	Weapon Type	Pistol

Taisho 14

Invented by general Kijiro Nambu, during the reign of the Taisho emperor, the Taisho 14 visually resembles the Luger Parabellum, though its inner workings are quite different. The Taisho 14 was invented around 1925 in order to replace a previous pistol by general Kigiro Nambu and was used by the Japanese Army as their standard side arm during World War 2, as well as the previous Southeast Asian campaigns. Unfortunately, the ammunition used by the Taisho is arguably inferior to that used by the sidearms of the other major powers at the time of World War II.	Used By	Japan
	Date of Manufacture	1927
	Weight	879 grams
	Range (yds)	30
	Calibre	0.31in (8mm)
	Rounds per Clip /Magazine	8
	Rate of Fire (RPM)	N/A
	Maximum Velocity	1100 ft/s (355 m/s)
	Weapon Type	Pistol

Tokarev (Tokarev TT-33)

The TT-33 was a modification done in 1933 on the TT, or Tokarev, Tula, which was manufactured in 1930. With the locking mechanism relatively similar to the 1911, the TT-33 is a recoil-operated, locked breech pistol. The Tokarev TT-33 was the primary sidearm of the USSR, and was manufactured by many eastern block countries including China, Yugoslavia, and North Korea.	Used By	USSR
	Date of Manufacture	1933
	Weight	840 grams
	Range (yds)	55
	Calibre	0.30in (7.62mm / 7.63mauser)
	Rounds per Clip /Magazine	8
	Rate of Fire (RPM)	N/A
	Maximum Velocity	850 ft/s (280 m/s)
	Weapon Type	Pistol

German Fighting Knife

When silent operations are absolutely critical, or when you simply run out of ammunition, the combat knife can be your best friend. Knives were used in WWII for both hand-to-hand combat, and for slitting the throats of unsuspecting people when the combatant was attempting to be silent.	Used By	Germany
	Date of Manufacture	N/A
	Weight	450 grams
	Range (yds)	N/A
	Calibre	N/A
	Rounds per Clip /Magazine	N/A
	Rate of Fire (RPM)	N/A
	Maximum Velocity	N/A
	Weapon Type	Knife

Fairbairn-Sykes Dagger

When silent operations are absolutely critical, or when you simply run out of ammunition, the combat knife can be your best friend. Knives were used in WWII for both hand-to-hand combat, and for slitting the throats of unsuspecting people when the combatant was attempting to be silent.	Used By	Great Britain
	Date of Manufacture	N/A
	Weight	420 grams
	Range (yds)	N/A
	Calibre	N/A
	Rounds per Clip /Magazine	N/A
	Rate of Fire (RPM)	N/A
	Maximum Velocity	N/A
	Weapon Type	Knife

Medium Weapons

Medium weaponry consists of rifles and submachine guns. While they do not weigh as much as the various light machine guns or rocket launchers, they are also more powerful than the light weaponry, and can be much more accurate and easy to fire than either at a distance.

Rifles used during WWII can be divided into two different categories, bolt-action and semi-automatic. Bolt-action rifles refer to rifles that require manual operation of the breech bolt, or simply bolt, between each shot. Earlier bolt-action rifles were single shot, but in the mid 1870s bolt-action rifles began to be magazine fed. By the time WWII rolled around, magazine fed bolt-action rifles were a common item, and were largely used as the standard-issue infantry firearm. Optics were also often mounted on bolt-action rifles, allowing them to be used as sniper rifles. Semi-automatic rifles are rifles that do not require a manual reloading after each shot fired, utilizing a portion of the energy that is generated from firing a round. The difference between a semi-automatic rifle, and an automatic rifle, or assault rifle, is that each press of the trigger on a semi-automatic rifle will shoot only one round, while an automatic rifle will continue firing until the magazine is empty. Some bolt-action and semi-automatic rifles are classified as carbine, which means that they have been lightened, with shortened barrels and, often, they fire smaller rounds.

Submachine guns didn't see serious use until WWII, yet their initial manufacture started in 1915. While they are not as large as a rifle, they are larger than a pistol, allowing for a high rate of firepower with a relatively short range. Typically each platoon would have several troops armed with submachine guns.

Arisaka Meiji 38

From 1905 to the beginning of World War II, when it was discontinued in 1940 in favour of the Type 99, the bolt-action Arisaka Meiji was the standard Japanese rifle. Unfortunately, however, production shortages of the Type 99 caused the Arisaka Meiji to remain in service until the end of the war. Due to a metal dust cover over the bolt, the operation of the Arisaka Meiji was both noisy and prone to clogging. That said, while the Arisaka Meiji was not as powerful as some of the rifles used by the allied nations, the rifle was both long and its action was based upon the Mauser design, which meant that it had very little recoil and was very accurate.

Used By	Japan
Date of Manufacture	1905
Weight	4313 grams
Range (yds)	600
Calibre	0.25in (6.5mm)
Rounds per Clip /Magazine	5
Rate of Fire (RPM)	N/A
Maximum Velocity	2400 ft/s (732 m/s)
Weapon Type	Rifle

De Lisle Commando Carbine

When World War II started, silenced weaponry was an extreme rarity. As a result, in 1942, work was begun on the De Lisle Carbine, a totally silent rifle for use in covert operations. While there were initially several competing designs of the De Lisle, a version chambered in 0.45 ACP that used the barrel and magazine of a Colt M1911A1 and the stock and action of the Lee Enfield #3 Mk I rifle was eventually used.

Used By	Great Britain
Date of Manufacture	1942
Weight	3774 grams
Range (yds)	300
Calibre	0.45in (11.43mm)
Rounds per Clip /Magazine	7
Rate of Fire (RPM)	N/A
Maximum Velocity	830 ft/s (747 m/s)
Weapon Type	Rifle

Karabiner 98K

The Karabiner 98K is a manually-operated magazine fed bolt-action rifle. The magazine of the Karabiner 98K was a two-row, five-round, internal box magazine with a detachable floor plate that could be loaded by stripper clip, or by filling the magazine one round at a time manually. The Karabiner 98K was a redesign of the original Karabiner 98 that was done in 1935, and the Karabiner 98K stayed in production until 1945.

Used By	Germany
Date of Manufacture	1898
Weight	3887 grams
Range (yds)	500
Calibre	0.31in (7.92mm)
Rounds per Clip /Magazine	5
Rate of Fire (RPM)	N/A
Maximum Velocity	2450 ft/s (747 m/s)
Weapon Type	Rifle

Enfield Mk. 4 (Lee-Enfield MK 4)

The Lee-Enfield MK 4 was an evolution of the original Lee-Enfield rifle from before WWI. Many improvements were made, and in 1941 the Lee-Enfield MK 4 was released. Soldiers that used the Lee-Enfield MK 4 were trained so vigorously that they were capable of firing 30 aimed shots per minute, which was so fast that some German soldiers would think that they were under automatic weapons fire. There was a sniper version of the Lee-Enfield MK 4 made during WWII that was equipped with detachable optical scope mounts that were mounted to the left side of the receiver.

Used By	Great Britain
Date of Manufacture	1926
Weight	4114 grams
Range (yds)	550
Calibre	0.30in (7.62mm)
Rounds per Clip /Magazine	10
Rate of Fire (RPM)	N/A
Maximum Velocity	2400 ft/s (732 m/s)
Weapon Type	Rifle

M1 Garand

The M1 Garand was adopted on January 6th, 1936 by the US Army. Unfortunately, the M1 Garand experienced an unjustified level of jamming early on in production and, in 1939, the gun underwent a redesign to remedy the issue. Almost all of the original M1 Garand rifles were rebuilt to accommodate the redesign, and an additional estimated 4 million rifles were produced during WWII. Other than the sniper variations of the M1 Garand, which had a sniper's scope attached, little modification was actually done to the rifle in 1948, after its initial redesign.

Used By	USA
Date of Manufacture	1936
Weight	4313 grams
Range (yds)	600
Calibre	0.30in (7.62mm)
Rounds per Clip /Magazine	8
Rate of Fire (RPM)	N/A
Maximum Velocity	2800 ft/s (853 m/s)
Weapon Type	Rifle

Springfield (M1903A3 / M1903A4 Springfield)

While the 1903 was initially a product of the Springfield Armoury, which started design work in 1900, it was not until many variations later that Remington Arms was commissioned with remanufacturing the 1903, and they released the M1903A3 in 1942. The M1903A4 was released shortly thereafter, having its iron sights replaced with M73B1 2.5X telescopic optical sights, and afterward the M1903A4 remained in service until the late 1960s.

Used By	USA
Date of Manufacture	1903
Weight	3904 grams
Range (yds)	500-600
Calibre	0.30in (7.62mm)
Rounds per Clip /Magazine	5
Rate of Fire (RPM)	N/A
Maximum Velocity	2500 ft/s (701 m/s)
Weapon Type	Rifle

M1 Carbine

In 1938 the US Army requested a more compact shoulder arm to replace handguns for their non-combat troops behind the line. Effectively the goal was to have a weapon that would be easier to train soldiers to fire accurately than the M191, while still shooting a medium-calibre round. Unfortunately, however, the round that was developed for the M1 Carbine was a round-nosed bullet that limited its effectiveness to approximately 200 meters, and severely limited its lethality, despite having twice the muzzle velocity as a 0.45 ACP round that was shot by the 1911. At an extended range the M1 Carbine was sometimes unable to penetrate even thick winter uniforms. That said, due to its size, the M1 Carbine worked excellently in jungle conditions, and because it could be fitted with large-capacity detachable magazines it was capable of a high rate of fire.

Used By	USA
Date of Manufacture	1940
Weight	2270 grams
Range (yds)	300
Calibre	0.30in (7.62mm)
Rounds per Clip /Magazine	15
Rate of Fire (RPM)	N/A
Maximum Velocity	1950 ft/s (594 m/s)
Weapon Type	Rifle

Mosin-Nagant (Mosin-Nagant M1891/30)

The Mosin-Nagant rifle, also known as the Vintovka Mosina, was developed by combining two competing designs from a USSRn army captain Mosin and a Belgian designer Nagant. The final design was an amalgamation of both designs. The original Mosin-Nagant was originally developed in 1891 and, between then and 1944 the Mosin-Nagant went through several re-designs, and the variety that was used both for the infantry and as the sniper rifle was known as the M1891/30, and was produced in 1930. Like the M1 Garand, the Mosin-Nagant is an internal-magazine clip-fed rifle.

Used By	USSR
Date of Manufacture	1930
Weight	3460 grams
Range (yds)	500
Calibre	0.30in (7.62mm)
Rounds per Clip /Magazine	5
Rate of Fire (RPM)	N/A
Maximum Velocity	2400 ft/s (732 m/s)
Weapon Type	Rifle

MP 40

The MP-40, developed in 1940, was a relatively simplistic blowback-operated fully automatic-only submachine gun, and was a refinement on the MP-38. One of the better features of the MP-40 was a mechanism that reduced the rate of fire, which helped the operator maintain control of the weapon when firing. The only severe drawback to the MP-40 was the lack of a hand guard on the front, which could result in the operator burning their hands.

Used By	Germany
Date of Manufacture	1940
Weight	4710 grams
Range (yds)	110
Calibre	0.38in (9mm)
Rounds per Clip /Magazine	32
Rate of Fire (RPM)	500
Maximum Velocity	1200 ft/s (366 m/s)
Weapon Type	Submachine

Spagin (PPSh-41G Spagin)

Produced in numbers, totalling more than 6 million in all, the PPS-41 was one of the primary weapons, submachine gun or otherwise, of the Soviet troops during WWII. The PPS-41 is a blowback-operated selective-fire automatic rifle. Both accurate and having a relatively long range, when compared with other submachine guns. The PPS-41 was developed by George Spagin, and, as a result, the PPS-41 is also often referred to as the Spagin. In the end the PPS-41 was so popular that the design was exported to numerous countries, as well as was copied by the Chinese.

Used By	USSR
Date of Manufacture	1943
Weight	3632 grams
Range (yds)	160
Calibre	0.30in (7.62mm)
Rounds per Clip /Magazine	71
Rate of Fire (RPM)	900
Maximum Velocity	1650 ft/s (503 m/s)
Weapon Type	Submachine

M1 Thompson

Initially, the Thompson machine gun appeared in 1919 and, since then, the weapon has undergone numerous revisions. One of the things that sets the Thompson apart from other submachine guns is that while most are made to be as inexpensive as possible, the Thompson was designed to be a truly high-quality weapon. That said, it had a relatively short effective range, was expensive to manufacture, and weighed more than others, such as the Sten Gun. Fortunately, however, the Thompson used a larger, more powerful round, the 0.45 ACP as opposed to other submachine guns used during WWII.

Used By	USA
Date of Manufacture	1942
Weight	4767 grams
Range (yds)	55
Calibre	0.45in (11.4mm)
Rounds per Clip /Magazine	20
Rate of Fire (RPM)	700
Maximum Velocity	900 ft/s (274 m/s)
Weapon Type	Submachine

PPS - 1943

The PPS-43 is a lightweight fully automatic-only blow-back rifle that is effective to approximately 200 meters. The addition of a folding metallic butt stock allows the PPS-43 to further reduce its size for transport or when carried by a soldier. The PPS-43 started as an answer to the problems that were posed by the PPSch-41, specifically the size and weight of the weapon. The PPS-43 also had a reduced rate of fire, as compared to the PPSch-41, which made managing it easier.

Used By	USSR
Date of Manufacture	1943
Weight	3534 grams
Range (yds)	200
Calibre	0.30in (7.62mm)
Rounds per Clip /Magazine	35
Rate of Fire (RPM)	700
Maximum Velocity	1600 ft/s (732 m/s)
Weapon Type	Submachine

Sten gun Mk. 2

Incredibly simple and easy to mass produce, the Sten Gun Mk 2 cost only about $6 to manufacture. Fortunately, however, the 9mm round and relatively slow rate of fire—approximately 550 rounds per minute—provided an exceptional amount of stability. The only serious drawback of the Sten gun was that the effective range was only slightly less than 100 meters. Nonetheless, so popular was the Sten Mk 2 design that more than 4 million were produced.

Used By	Great Britain
Date of Manufacture	1942
Weight	3462 grams
Range (yds)	175
Calibre	0.38in (9mm)
Rounds per Clip /Magazine	32
Rate of Fire (RPM)	550
Maximum Velocity	1200 ft/s (366 m/s)
Weapon Type	Submachine

Sten gun Mk. 2 (with silencer)

The Sten Gun Mk 2 with silencer is effectively the same as the Sten Gun Mk 2, with the exception that it slows the muzzle velocity to subsonic speeds and slightly reduces the rate of fire of the weapon, while greatly reducing the noise that the gun puts out.

Used By	Great Britain
Date of Manufacture	1942
Weight	3618 grams
Range (yds)	175
Calibre	0.38in (9mm)
Rounds per Clip /Magazine	32
Rate of Fire (RPM)	450
Maximum Velocity	1000 ft/s (305 m/s)
Weapon Type	Submachine

Heavy Weapons

Requiring both hands to hold, the heavy weapons available to soldiers include various light machine guns, anti-tank weapons, and one of the first assault rifles ever produced.

Light machine guns, while significantly heavier than submachine guns, are able to fire rounds that are significantly more powerful, more like the rounds that are often fired from the various bolt-action rifles, often with significantly more rounds in each magazine. Due to their rate of fire, and the power of each round, light machine guns often need to be fired from the prone position, steadied by a small frontal bipod.

The anti-tank weaponry available consists of the standard issue U.S. M1 Bazooka and the German Panzerfaust. As with the light machine guns, shoulder-launched anti-tank weaponry is quite heavy, especially in the case of the Panzerfaust, which is a one-shot weapon. Nonetheless, the damage that anti-tank weaponry is capable of causing is far greater than the damage caused by other heavy weaponry.

Last but not least, the one true assault rifle available is the German MP-44, which came out shortly after a Soviet variant made by Fedorov, and the German MP-43. As with all assault rifles, the MP-44 is designed as a CQB (Close Quarter Battle) weapon, and uses rounds more powerful than most submachine gun, yet still less powerful than many rifle rounds.

BAR (BAR M1918)

Manufactured near the end of WWI, the Browning Automatic Rifle, or BAR, was originally intended to be carried and fired much like the M1 Garand, that is, from the shoulder or from the hip, while delivering much more firepower. Unfortunately, due to the weight being twice as heavy as an M1 Garand, the BAR had to be fitted with a bipod, and by the time WWII rolled around it proved to be a capable light machine gun. The BAR was used for many years and, in the end, ceased to be used only because it could not be made to work adequately with new ammunition.

Used By	USA
Date of Manufacture	1917
Weight	9988 grams
Range (yds)	600
Calibre	0.30in (7.62mm)
Rounds per Clip /Magazine	20
Rate of Fire (RPM)	550
Maximum Velocity	2800 ft/s (853 m/s)
Weapon Type	Light Machine

Bren Gun

The BREN is a light machinegun that was equipped with 30-round magazines, through it was common to only load 28 rounds to ease tension on the springs. Those who carried a BREN gun on the front lines also carried with them a very specialized kit to ensure that the BREN gun was kept in operation. The kit would contain spare parts and other maintenance equipment. Originally the BREN gun was of Czechoslovakian manufacture.

Used By	Great Britain
Date of Manufacture	1937
Weight	10130 grams
Range (yds)	600
Calibre	0.303in (7.696mm)
Rounds per Clip /Magazine	30
Rate of Fire (RPM)	500
Maximum Velocity	2400 ft/s (732 m/s)
Weapon Type	Light Machine

Degtyarev DP 1928

Developed late in 1927, with production starting shortly thereafter, the Degtyarev DP 1928 was the standard light machine gun for the Soviet Army during WWII. Thanks to a tripod that was released for the Degtyarev DP 1928, it was also able to be used as an antiaircraft gun.

Used By	USSR
Date of Manufacture	1928
Weight	9307 grams
Range (yds)	560
Calibre	0.30in (7.62mm)
Rounds per Clip /Magazine	47
Rate of Fire (RPM)	550
Maximum Velocity	2760 ft/s (838 m/s)
Weapon Type	Light Machine

ZB26

The ZB26 was originally of Czech design, though the design was considered so good that it ended up being purchased by the British and was used as the template for the British BREN gun, and later for the Type 96 Japanese light machine gun as well. The ZB26 was so similar to the BREN gun that it has even been referred to as the first BREN gun.

Used By	Germany
Date of Manufacture	1934
Weight	10130
Range (yds)	600
Calibre	0.31in (7.92mm)
Rounds per Clip /Magazine	30
Rate of Fire (RPM)	500
Maximum Velocity	2493 ft/s (760 m/s)
Weapon Type	Light Machine

MP 44

The world's first assault rifle, the MP 44 was developed in Germany for use in WWII. The assault rifle started as a combination of submachine guns, light machine guns, and bolt action rifles, giving as many of the advantages of all three while fitting into a compact form factor that would work out well during CQB, or close quarter battles. While the rounds that it fires are not as powerful as some of the larger rifle rounds, they are significantly more powerful than pistol cartridges. The only serious weakness of the MP-44 was the weight and strength of the joint where the stock attached.

Used By	Germany
Date of Manufacture	1944
Weight	5136 grams
Range (yds)	700
Calibre	0.31in (7.92mm)
Rounds per Clip /Magazine	30
Rate of Fire (RPM)	500
Maximum Velocity	2150 ft/s (655 m/s)
Weapon Type	Assault

Panzerfaust 60

Created as a replacement to the Panzerfaust 30, which had a limit of 30 meters, the Panzerfaust 60, with an effective range of 60 meters, is the next step in the chain of several versions of the Panzerfaust, each with an ever-increasing range. The Panzerfaust 60 was the most widely produced version of the Panzerfaust, and, as with the Panzerfaust 30, the Panzerfaust 60 was a single-use weapon. Unfortunately, due to the relatively large jet of flame that shot out of the back of the Panzerfaust 60, the person firing it, and anyone else around, had to be quite careful or they could be burned alive.

Used By	Germany
Date of Manufacture	1944
Weight	6810 grams
Range (yds)	60
Calibre	5.9in (150mm)
Rounds per Clip /Magazine	1
Rate of Fire (RPM)	N/A
Maximum Velocity	148 ft/s (45 m/s)
Weapon Type	Heavy Artillery

M1 Bazooka

Initially the ordinance for the Bazooka came about due to some shaped charges that were acquired from the Swiss in the 1930s. After it was determined that they would not work well as grenades, a Colonel named Skinner devised a tube-shaped delivery system that was named after an odd-shaped trombone played by Bob Burns. After trials and tests, the Rocket Launcher M1, or M1 Bazooka, began manufacture in 1941 and was used in WWII as the standard anti-tank weapon of the U.S.A.

Used By	USA
Date of Manufacture	1941
Weight	6016 grams
Range (yds)	120
Calibre	2.36in (60mm)
Rounds per Clip /Magazine	1
Rate of Fire (RPM)	N/A
Maximum Velocity	300 ft/s (91 m/s)
Weapon Type	Heavy Artillery

Explosives

Quite a variety of explosives were available to both the allied and axis forces during WWII. These not only included the standard grenades, but also anti-tank and anti-personnel mines, as well as explosives, such as dynamite, used to take out key targets.

Anti-Tank Mine

Throughout WWII there were numerous anti-tank mines that were used by both sides of the conflict. Most used standard metal casing, while others relied on a wood casing to foil mine detectors. In order to destroy the treads on enemy tanks, anti-tank mines would normally carry anywhere between one to eight pounds of explosives. Anti-tank mines were often interspersed with anti-personnel mines.

Used By	N/A
Date of Manufacture	N/A
Weight	9000 grams
Weapon Type	Mine

Dynamite – Timed

Weighing less than the explosives bag, the dynamite used in Hidden and Dangerous 2 is a variable-timed explosive charge.

Used By	N/A
Date of Manufacture	N/A
Weight	1800 grams
Weapon Type	Mine

Explosives Bag

When you need more of a punch than dynamite will give you, having an explosives bag on hand can be a huge help. The explosives bag used a variable-timed delay.

Used By	N/A
Date of Manufacture	N/A
Weight	2000 grams
Weapon Type	Explosive

Explosives (Clam Bomb)

Using a higher-yield explosive than dynamite or the explosives bag can handle, the sticky bomb is used when the extra firepower is needed to destroy a target, such as a tank - providing you can get close enough.

Used By	N/A
Date of Manufacture	N/A
Weight	3000 grams
Weapon Type	Explosive

Magnetic Mine

Magnetic mines are used to adhere to the hulls of ships, or other metallic surfaces, to deliver a strong charge.	Used By	N/A
	Date of Manufacture	N/A
	Weight	4000 grams
	Weapon Type	Explosive

Mine

Often used to take out enemy foot companies, or intermixed with anti-tank mines to take out the foot soldiers that accompanied tanks, anti-personnel mines could wreak havoc on a soldier.	Used By	N/A
	Date of Manufacture	N/A
	Weight	3000 grams
	Weapon Type	Mine

No. 36 - Defensive (No. 36M MK1 "Mills Bomb")

Historically the No. 36 hand grenade was considered a defensive grenade due to its high-shrapnel content, which could be thrown towards an enemy to discourage them from advancing. In Hidden & Dangerous 2, however, the No. 36 instead has a longer fuse delay, which allows it to bounce before exploding, or to be dropped and explode behind you.	Used By	Great Britain
	Date of Manufacture	1916
	Weight	370 grams
	Weapon Type	Grenade

No. 69 – Offensive (No. 69 MK1)

Historically the No. 69 was used as an offensive grenade during WWII due to the low amount of shrapnel, allowing it to be used in close quarters battle with less risk to the attacker. In Hidden & Dangerous 2, however, the No. 69 is classified as an offensive grenade because it will explode on contact, and not bounce.	Used By	Great Britain
	Date of Manufacture	1900's
	Weight	770 grams
	Weapon Type	Grenade

Stielhangranate 39

One of the standard-issue grenades for the German forces during WWII, the Stielhangranate 39 was often referred to as the stick grenade, or potato masher, due to the odd long-handled shape. A later version of the Stielhangranate, known as the 43, moved the ignition fuse to the top of the grenade, enabling it to be used as a mine as well as a grenade. There was also a version of the Stielhangranate known as the Nebelhangranate that was used as a smoke grenade.	Used By	Germany
	Date of Manufacture	1918
	Weight	363 grams
	Weapon Type	Grenade

Type 97

Effectively the same as the Type 91 Rifle grenade with the bottom tube removed, the Type 97 was the standard grenade used by the Japanese during WWII. With the tube removed, the Japanese Type 97 hand grenade could not be fired from a rifle.	Used By	Japan
	Date of Manufacture	1937
	Weight	500 grams
	Weapon Type	Grenade

Medium / Heavy Machine

While submachine guns and light machine guns can often lay down quite a bit of firepower, in order to lay down enough firepower at high-range, you will need to resort to medium or heavy machine guns. Due to their size and weight, however, medium and heavy machine guns are tripod or fixed-mounted guns, which means that they are not portable. The unfortunate result about this is that, since you are often the one who is advancing on enemy positions, your enemies will likely be firing them at you.

MG-42

Quick and inexpensive to manufacture, the MG-42 replaced the MG-34 near the end of WWII. One of the ways in which costs of the MG-42 were reduced was by simplifying the design of the MG-34, making it full-auto only. Even when the MG-42 was introduced, however, while its reliability made it ideal for infantry, the MG-34 was still used in tanks and other vehicles, because the barrel of the MG-34 was removed backwards, instead of from the side, like the MG-42. The MG-42 is bipod or tripod mounted, depending on application.	Used By	Germany
	Date of Manufacture	1942
	Weight	11500 grams
	Range (yds)	1094
	Calibre	0.31in (7.92 mm)
	Rounds per Clip /Magazine	75
	Rate of Fire (RPM)	1200-1300
	Maximum Velocity	2329 ft/s (710 m/s)

Browning M1919

The Browning M1919 was developed as a heavy machine gun. The Browning M1919 is based on of the same design as the M2HB, which the Browning BAR was also based on. The Browning M1919 underwent several revisions. Initial designs were air cooled, but later designs were even liquid cooled. The heavier barrel of the M1919 also allowed for long periods of sustained fire between changing barrels. The Browning M1919 was mounted on vehicles, and used as an antiaircraft gun. The Browning M1919 is tripod and jeep mounted.	Used By	U.S.A.
	Date of Manufacture	1919
	Weight	14060 grams
	Range (yds)	1640
	Calibre	0.30in (7.62mm)
	Rounds per Clip /Magazine	250
	Rate of Fire (RPM)	600
	Maximum Velocity	2800 ft/s (853 m/s)

Browning M1919 Twin

The Browning M1919 Twin is just like the Browning M1919, except that it had two Browning M1919 guns mounted side by side, allowing for more firepower.	Used By	U.S.A.
	Date of Manufacture	1919
	Weight	14060 grams
	Range (yds)	1640
	Calibre	0.30in (7.62mm)
	Rounds per Clip /Magazine	250 (x2)
	Rate of Fire (RPM)	500 (x2)
	Maximum Velocity	2800 ft/s (853 m/s)

CZ Vzor 37

Originally manufactured in Czechoslovakia, and often referred to as the VZ 37, the CV Vzor 37 is a medium machinegun capable of firing the 7.92 x 57 Mauser round. The CV Vzor 37 was the predecessor of the British Bren gun.	Used By	Germany
	Date of Manufacture	1937
	Weight	18600 grams
	Range (yds)	Unknown
	Calibre	0.31in (7.92mm)
	Rounds per Clip /Magazine	200
	Rate of Fire (RPM)	700
	Maximum Velocity	Unknown

Type 92

The Arisaka Type 92 machinegun, or Woodpecker as it was referred to, due to an odd stuttering noise that it made, was variation of the Taisho 14, which itself was a version of a French machine gun, the Hotchkiss. Unfortunately, however, the Type 92 did not have a means of changing its barrel when it was near overheating, which may have been why the Type 92's bullets were only on 30 round metal strips. The Type 92 is either tripod or solid mounted.	Used By	Japan
	Date of Manufacture	1932
	Weight	55838 grams
	Range (yds)	1000
	Calibre	0.30in (7.7mm)
	Rounds per Clip /Magazine	30
	Rate of Fire (RPM)	450
	Maximum Velocity	2400 ft/s (732 m/s)

Cannons

Several types of cannons are available to both shoot and be shot at by; these include a variety of both flak guns and tank guns. Since many of these are fixed, or are being used by the enemy, care must be taken when approaching a cannon.

85mm – T34 / 85, ISU 85

The Soviet T34 / 85 tank was equipped with an 85mm, or 85 calibre cannon. In addition to the increased firepower that was provided by this cannon, a redesigned turret accompanied the cannon which allowed for a third crewmember in the turret to assist in loading and unloading the cannon.	Used By	USSR
	Date of Manufacture	1944
	Weight	202400
	Range (yds)	3.35in (85mm)
	Calibre	N/A
	Rounds per Clip /Magazine	N/A
	Rate of Fire (RPM)	2405ft/s (730 m/s)

Flak 38 20mm

The principle anti-aircraft gun of Germany during WWII, the Flak 38 was the successor of the 2cm Flak 30. The Flak 38 ended up being mounted on numerous types of vehicles, and even was the primary gun of a Panzer class anti-air tank. The Flak 38 is both mounted on a tripod, and on the back of the Blitz vehicle.

Used By	Germany
Date of Manufacture	1934
Weight	5,360
Range (yds)	0.79in (20mm)
Calibre	N/A
Rounds per Clip /Magazine	480
Rate of Fire (RPM)	2625 ft/s (800 m/s)

Flakvierling 38 4x20mm

Made by mounting four individual 20mm Flak 38 cannons together, the Flakvierling 38 was largely installed in flak towers or other permanent mounts. It was operated by two hand-wheels that controlled the vertical and horizontal pitch, as well as two foot pedals, which each caused two diametrically opposed Flak 38 barrels to fire. The Flakvierling 38 4x20mm cannon can be found mounted on a German U-Boat.

Used By	Germany
Date of Manufacture	1938
Weight	5,360
Range (yds)	0.79in (20mm)
Calibre	N/A
Rounds per Clip /Magazine	480 x 4
Rate of Fire (RPM)	2625 ft/s (800 m/s)

KwK 36 - Tiger

With a higher-power gun than the Panther was equipped with, the KwK 36 was capable of firing an 8.8 cm round. In fact, by the end of WWII, the KwK 36 was the only tank gun in the German arsenal that was capable of penetrating the armour of the T-34 and KV2 Soviet tanks. Additionally, the accuracy was such that the KwK 36 enabled the Tiger to perpetrate first-round kills at over 1,200 meters in combat.

Used By	Germany
Date of Manufacture	1941
Weight	132000
Range (yds)	3.46in (88mm)
Calibre	N/A
Rounds per Clip /Magazine	N/A
Rate of Fire (RPM)	2536 ft/s (773 m/s)

KwK 40 - Panther

Initially the Panther used a short 75 mm round and the tank was used largely in an infantry support role, but after the gun was switched out with the KwK 40, which launched long 75 mm rounds, the Panther became the main battle tank of the Germans, and was in service on all fronts. The combination of the power of the Panther, and the ability of the German tank commanders, at one point even enabled 11 Panthers to destroy over 60 Soviet T-34s.

Used By	Germany
Date of Manufacture	1941
Weight	132000
Range (yds)	3.46in (88mm)
Calibre	N/A
Rounds per Clip /Magazine	N/A
Rate of Fire (RPM)	2536 ft/s (773 m/s)

Appendix 4: Gear & Vehicles

Equipment

Backpack

There are a number of varieties of backpacks. By placing one on your back when preparing for a mission, you will be able to carry much more equipment than you would otherwise.

Binoculars

Binoculars are a rigid frame holding a combination of mirrors and lenses, effectively creating a telescope for each eye. To use your binoculars, simply have them in your inventory and use the binocular key (default: B).

Camera

This is just a quality, over the counter camera. When you need to take a photograph of something, simply walk up to it and interact with it. The option to take a photograph will be in the interaction menu.

Compass

The compass is a small but vital piece of equipment, every soldier should not omit it from his standard equipment. See the interface section for more information.

Diving Gear

This diving gear is a newly-developed type of breathing apparatus designed for divers. It has a limited amount of air, but the SAS is not an aquatic unit; you should have more than enough air for any of your missions. This is worn in lieu of a backpack.

First Aid Kit

First aid kits contain a combination of essential bandages and medications for emergency wound care in the field. To heal yourself, simply select the first aid kit as you would a weapon. To heal an ally, interact with them and choose to heal them from the interaction menu. A first aid kit carries only enough bandages to use once.

First Aid Kit, Large

The large first aid kit works just like the regular version, but it has enough bandages and medicines for multiple uses.

Keys

Keys are used to open locked doors, of course. Normally, important keys are kept by important people, so make sure you check any enemy that you eliminate.

Wire Cutters

Wire cutters are a strong tool that can cut through electrical wires, fence wire, and so on. Simply keep these in your inventory until they are needed. When you need to cut something, interact with it and the option to cut it will be in the interaction menu.

Clothing

Uniforms

There is nothing especially remarkable about your own uniform, but you can acquire the uniforms of enemies, allowing you to pass as one of them for a short time. Naturally, you can wear only one uniform at a time.

Helmets

Whenever you can, wear a helmet. Yes, they're heavy, but they are capable of stopping a bullet that would otherwise put you into a pine box. As with uniforms, you can steal the helmets of your enemies, but can wear only one at a time. Some uniforms are normally worn with a hat rather than a helmet, which looks good, but provides little protection.

Other clothing

There are other forms of clothing that you may find useful from time to time. Staff and other non-military clothing works much like a uniform. Eyeglasses can be worn in lieu of a helmet to compliment a disguise.

Note: See Chapter 3: Gameplay for details on how disguises work.

Vehicles

Motorcycles

Kraftrad BMW R75 w/ Sidecar (GER)
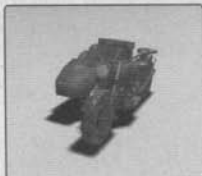
When they need a combination of speed and manoeuvrability, the Germans often rely on motorcycles. The R75 is a heavy model with a powered sidecar; a reverse gear; and an option to mount a light machine gun on the sidecar. It is usually used for messenger or scout duties, and is especially popular with the Afrika Korps.

Country of Origin	Germany
Length	2.4 m
Width	1.73 m
Height	1 m
Weight	410 kg
Max. Speed	92 kph
Max. Crew	2

4 – 8 Wheeled Vehicles

Opel Blitz (GER)

The Opel Blitz is hardly a new vehicle, dating from years before the war started. It served as a civilian transport vehicle of remarkable quality. Now it serves as Germany's primary utility vehicle, being used to move troops and supplies overland, as well as for other purposes.

Country of Origin	Germany
Length	6.55 m
Width	2.16 m
Height	1.96 m
Weight	3,300 kg
Max. Speed	86 kph
Max. Crew	2 (+ passengers)

Opel Blitz w/ 20mm Flak 38 AA (GER)

Yet another use for the versatile Blitz, this version uses the cargo bed to mount a flak gun. This creates a mobile anti-aircraft platform, capable of moving to where the trouble is, and then moving back under cover when needed.

Country of Origin	Germany
Length	6.55 m
Width	2.15 m
Height	1.96 m
Weight	3,700 kg
Max. Speed	85 kph
Max. Crew	3 (+ passengers)

Krupp Protze Kfv. 70 (GER)

A rugged and effective vehicle, the Krupp Protze is a common workhorse of the German army. Sometimes called the 'Boxer', this vehicle is most often used for personnel transport and for towing.

Country of Origin	Germany
Length	5.1 m
Width	1.93 m
Height	1.96 m
Weight	2,450 kg
Max. Speed	70 kph
Max. Crew	2 (+ passengers)

Kubelwagen (GER)

The military version of the civilian Volkswagen, the Kubelwagen is a multi-purpose vehicle in heavy use on every front. It is fast and reliable, and effective over rough terrain. Much like the American Jeep, it is used for simple transportation, as a staff car, for scouting, and for any other purpose that the Wehrmacht can think up.

Country of Origin	Germany
Length	3.74 m
Width	1.7 m
Height	1.65 m
Weight	685 kg
Max. Speed	80 kph
Max. Crew	4

Schwere Panzerspähwagen Puma (SdKfz 234/2) (GER)

The Panzerspähwagen 234 is a German 8-wheeled armoured car. All eight wheels are powered, and all eight wheels are steered. The 234/2 model also has a turret (originally designed for a Leopard tank) with a 50mm Kwk L/60 'Puma' cannon and a machine gun.

Country of Origin	Germany
Length	6.8 m
Width	2.4 m
Height	2.29 m
Weight	10,660 kg
Max. Speed	90 kph
Max. Crew	4

Bedford QLD Supply Truck (GB)

The Bedford QLD Supply Truck, introduced early in the war, has been an effective hauler of materials and supplies needed by our troops at home and on the front. It is nothing spectacular, but it is reliable.

Country of Origin	Germany
Length	3.74 m
Width	1.7 m
Height	1.65 m
Weight	685 kg
Max. Speed	80 kph
Max. Crew	4 Great Britain

Willys MB Truck, ¼ Ton, "Jeep" (US/GB/USSR)

Designed by Willys-Overland Motors, this vehicle, often just called a 'jeep' (from GP the model number of a prototype), is a four wheel drive utility vehicle that serves the allies in every feasible way, from simple transportation to scouting. Optionally, some models have a mount for a light machine gun.

Country of Origin	United States
Length	3.35 m
Width	1.57 m
Height	1.32 m
Weight	1,090 kg
Max. Speed	72 kph
Max. Crew	4

Halftracks

M2 Halftrack (US)

Combining the manoeuvrability of a wheeled vehicle with the terrain negotiation abilities of a tracked vehicle, Halftracks serve as armoured personnel carriers or as mobile gun platforms. They often have a roller mounted on the front to allow them to negotiate steep ditches.	Country of Origin	United States
	Length	6.09 m
	Width	1.96 m
	Height	2.28 m
	Weight	6,520 kg
	Max. Speed	72 kph
	Max. Crew	2 (+ passengers)

SdKfz 251 Ausf A (GER)

The 251 Ausf A was one of Germany's first half tracks, used primarily as an armoured troop transport, although later models have been altered to serve a variety of roles, such as mortar carriers and mobile communications centres.	Country of Origin	Germany
	Length	5.55 m
	Width	2.16 m
	Height	1.96 m
	Weight	3,500 kg
	Max. Speed	65 kph
	Max. Crew	2 (+ Passengers)

Tracked Vehicles

Panzer III (GER)

The Panzerkampfwagen III has been Germany's premier medium tank since the start of the war. It is armed with a 37 mm KwK 36 L/46 cannon, capable of firing a variety of rounds. This, along with mounted machine guns, allows it to serve a variety of roles, from support to anti-tank.	Country of Origin	Germany
	Length	5.69 m
	Width	2.81 m
	Height	2.33 m
	Weight	15,876 kg
	Max. Speed	32 kph
	Max. Crew	5

Panzer V, 'Panther' (GER)

The Panther was in development early in the war as a heavy tank to hold the German lines. Much of its current design is modelled after the highly effective Soviet T-34 tank. It is a large tank, dangerous with its 75 mm KwK 42 L/70 cannon, multiple machine guns, and a grenade launcher. It does, however, have a reputation for mechanical problems.	Country of Origin	Germany
	Length	8.66 m
	Width	3.27 m
	Height	2.99 m
	Weight	44,800 kg
	Max. Speed	46 kph
	Max. Crew	5

Panzer VI Ausf E, 'Tiger' (GER)

The Tiger is a fearful vehicle, a huge behemoth of a tank. It is dreadfully expensive to produce, but is capable of dominating the battlefield with its 88mm cannon if properly supported. The only real weaknesses it has are that it is a bit slow, and the tracks are vulnerable to mud and cold.

Country of Origin	Germany
Length	5.69 m
Width	2.81 m
Height	2.33 m
Weight	16,876 kg
Max. Speed	32 kph
Max. Crew	5

ISU 152 (USSR)

The ISU 152 Self Propelled Gun is essentially a huge, slow tank mounted with a 152 mm 1937/43 ML-20 howitzer. It is a dangerous vehicle, both as a tank-killer, and as long range support, being able to lob a 96-pound shell close to nine kilometres.

Country of Origin	USSR
Length	9.18 m
Width	3.07 m
Height	2.48 m
Weight	46,748 kg
Max. Speed	35 kph
Max. Crew	5

M4A2 Sherman/Sherman III (US/GB)

The M4 Sherman series of medium tanks have been instrumental in the war. The Lend-Lease program put them into action with the British long before the United States entered into the war.

Country of Origin	United States
Length	5.95 m
Width	2.67 m
Height	2.74 m
Weight	31.2 kg
Max. Speed	34 kph
Max. Crew	5

Boats and Ships

PT Boat (78' Higgins) (US/GB)

The idea of a PT (Patrol Torpedo) boat comes from well before the war. A fast, light craft capable of both patrol and offensive actions, the PT class has a number of variations. The Higgins 78' is specialized as a gun boat.

Country of Origin	United States
Length	23.9 m
Width	6.1 m
Height	1.6 m
Weight	43,500 kg
Max. Speed	41 knots
Max. Crew	11

Submersibles

SBS Mini-submarine (GB)
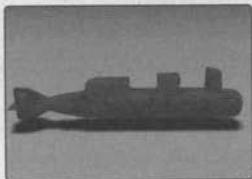
The precise details of this vehicle is classified. All that can be said is that this mini-submarine can be used for to move troops quickly while underwater, allowing them to make covert insertions from a greater distance.

Country of Origin	Great Britain
Length	*CLASSIFIED*
Width	*CLASSIFIED*
Height	*CLASSIFIED*
Weight	*CLASSIFIED*
Max. Speed	*CLASSIFIED*
Max. Crew	*CLASSIFIED*

Aircraft

Messerschmitt BF 109 E (GER)

An active participant in the Spanish Civil War, the BF109 has been around for a while. The Model E has been the standard Luftwaffe fighter throughout the war. They are fast planes in a climb, fairly manoeuvrable, but can be rather tricky during takeoffs and at high speed.

Country of Origin	Germany
Length	8.64 m
Wingspan	9.87 m
Height	2.28 m
Weight	2,125 kg
Max. Speed	483 kph
Max. Crew	1

Junkers Ju 52, 'Tante Ju' (GER)

A freighter/transport with a long history, the Ju 52 is the workhorse of the Luftwaffe. It has been used to transport supplies, troops, paratroopers, has worked as a trainer, and has even been modified to operate as a minesweeper. It normally has only one, rear-facing dorsal machine gun for defensive purposes, though it is designed to hold more if needed.

Country of Origin	Germany
Length	18.90 m
Wingspan	29.21 m
Height	4.52 m
Weight	6,560 kg
Max. Speed	295 kph
Max. Crew	3 (+ 18 passengers)

Junkers Ju 87, 'Stuka' (GER)

The Stuka Dive bomber has been one of Germany's most notorious planes during the early war. Special propellers built into its struts create a distinctive whistling shriek as it dives on its target that has sent a shiver down more than one spine. It has shown good success as a close support and naval bomber.

Country of Origin	Germany
Length	11.1 m
Wingspan	13.8 m
Height	3.9 m
Weight	3,185 kg
Max. Speed	400 kph
Max. Crew	2

Junkers Ju 88 (GER)

One of the Luftwaffe's first (and most varied) bombers, the Ju 88 has been around since before the war. It is a fast, strong bomber with a long range, capable of carrying a large load of bombs. Primarily used for level bombing and close support, it can fly as fast as some fighters, but has the armament of a bomber.

Country of Origin	Germany
Length	14.4 m
Wingspan	20.13 m
Height	4.85 m
Weight	9,800 kg
Max. Speed	470 kph
Max. Crew	3

Macci MC.200 Saetta (ITA)

The Saetta was Italy's first attempt to create a modern fighter plane. They were only partially successful. The Saetta moves well, is stable and manoeuvrable, but lacks the overall power and performance of the aircraft it is supposed to be matched against.

Country of Origin	Italy
Length	8.2 m
Wingspan	10.58 m
Height	3.5 m
Weight	2,000 kg
Max. Speed	501 kph
Max. Crew	1

De Haviland Mosquito (GB)

The design of the Mosquito created uproar. Modern bombers are huge fortresses, bristling with weaponry., but De Haviland decided to make this model out of wood and leave off all of the guns. The result? A bomber that doesn't need guns, because it doesn't show up on radar, and the Luftwaffe interceptors can't catch up to it. The fact that it doesn't use much metal during wartime shortages makes it even better.

Country of Origin	Great Britain
Length	12.55 m
Wingspan	16.51 m
Height	5.31 m
Weight	6,769 kg
Max. Speed	612 kph
Max. Crew	2

Supermarine Spitfire Mk. V (GB)

When asked what he needed to win the Battle of Britain, German Ace Adolf Galland said, "Spitfires." Arguably one of the best fighters the world has ever seen, the Spitfire combines excellent armament, manoeuvrability, speed, and stability to create a fast, manoeuvrable fighter that can carry the day, even if badly outnumbered.

Country of Origin	Great Britain
Length	9.8 m
Wingspan	11.23 m
Height	3.48 m
Weight	3,182 kg
Max. Speed	600 kph
Max. Crew	1

Douglas C-47 Skytrain (US/GB)

The C-47 Skytrain is the military version of the reliable DC-3. It is used for every possible transportation function, moving troops, wounded, supplies, and paratroopers into and out of the front lines.	Country of Origin	USA
	Length	19.66 m
	Wingspan	29.1 m
	Height	5.2 m
	Weight	8,250 kg
	Max. Speed	375 kph
	Max. Crew	2 (+ 28 passengers)

Lavockin La-5, 'Lavochka' (USSR)

Introduced during the Battle of Stalingrad to counter the Luftwaffe, the La-5 fighter made a good showing. It is a good aircraft, but not remarkable. It is fast, and climbs fast, but is a bit hard to control.	Country of Origin	USSR
	Length	8.46 m
	Wingspan	9.8 m
	Height	2.54 m
	Weight	2,600 kg
	Max. Speed	626 kph
	Max. Crew	1

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